

**WIN
OCEAN CARTS!**

DOOM & YOSHI GUIDES - FINAL PARTS

Nintendo®

ISSUE #41

MAGAZINE SYSTEM

AUGUST '96

\$4.95



(NZ\$6.95 incl. GST)
PRINT POST APPROVED
PP25S003/00941

MISSION: MISSION: IMPOSSIBLE

NINTENDO 64 PREVIEW

FILM REVIEW

MI PRIZES

PLUS: EXCLUSIVE 'BEHIND THE SCENES' INTERVIEW WITH OCEAN

Contents

AUGUST '96 ISSUE 41



THE USUALS!

All your favourite bits as well as all the bits you're not so keen on! Read on...

UP FRONT

An aria from the editor for your entertainment.

4

NINTENDO NEWS NETWORK

6

Whispers, rumours, gossip... Oh and some news as well.

UNDERCOVER OPERATIONS MISSION: IMPOSSIBLE

SPIDER'S WEB

A world wide web of musical delights!

12

LIGHTS! CAMERA! ACTION!

All the latest on the film version of Phantom and the new sci-fi blockbuster ID4.

14

A LIFE ON THE OCEAN WAVES

Alan sets sail to talk to Ocean software. Plus Mission: Impossible N64 Preview and film review & comp.

18

READER'S REVIEW

You do the work for a change!

32

OCEAN COMPETITION

Win a stack of goodies from those software sailors at Ocean.

37

ANIME ACTION

Enzo makes his moves at the Anime club.

54

SWAP & SELL

Sell your wares courtesy of NMS.

56

MAILBAG

Enter the mystic world of Lord Les.

58

SKULL'S GRAVEYARD

Skull digs up another box of delights in the Graveyard.

60

NINTENDO HELP SYSTEM

Get yer tips out and hail the Gurus.

62

NINTENDO 64

KILLER INSTINCT 64 PREVIEW

64-Bit killing!

CRUIS'N USA PREVIEW

64-Bit racing!

DOOM 64 PREVIEW

More 64-Bit killing!

MISSION: IMPOSSIBLE PREVIEW

Impossible? Nah!

MISSION: IMPOSSIBLE N64 PREVIEW



KILLER INSTINCT BLOODSHED FOR BEGINNERS!

Contents

ocean a life on the waves

EXCLUSIVE 'BEHIND THE SCENES' INTERVIEW WITH OCEAN SOFTWARE



26

PREHISTORIK MAN
FUN AMONGST
THE FOSSILS!

SUPER NINTENDO

WILD GUNS PREVIEW 24
Strap on your chaps and twirl your six-guns.

NINJAWARRIORS PREVIEW 25
Rock 'ard androids kick ass!

PREHISTORIK MAN REVIEW 26
Captain of the cavemen gets the treatment!

BREATH OF FIRE II REVIEW 28
Is Capcom's latest worth its weight in gold?

WAR 2410 38
The ol' grey matter gets put to the test!

MOHAWK & HEADPHONE JACK REVIEW 40
He's lean, mean, yellow and green!

YOSHI'S ISLAND PLAYERS' GUIDE 42
World 3 revealed by Aunt Lou.

KILLER INSTINCT BEGINNERS' GUIDE 48
How can I hurt thee? Let me count the ways...

DOOM PLAYERS' GUIDE 50
We're all doooooomed!

9
10
11
22
N- 22
SIBL
& FILM GOODIES

MOHAWK &
HEADPHONE
JACK

CD or
NOT CD?

40



CURRENT HITS

Try and keep your heads together a little while longer. The era of the N64 looms large and we're poised to loom along with it. Keep your hair on in the meantime with the aid of our many diversions.

This month we're celebrating in musical themes, and there've been some really irritating sounds emanating from the office below mine. If Will doesn't turn that machine down then it'll be time for Mr. Medicine again!

Ocean have shown us their wetter side. I was led to believe we were doing a special on sea life and the environment, so I mistakenly brought in several pet sea creatures as a contribution. People can be very hurtful at times.

Three more competitions this month give you the chance to win Worms and Micro Machines 2 from Ocean, a Mission: Impossible prize pack, and some cool ID4 action toys.

Mission: Impossible takes up more space than Steve after one of his gourmet nights, as we take a good look at this latest all-action addition to our otherwise uneventful lives. We have our share of action in the office, but it never gets like that! Add to all this our usual fist full of news and reviews and those essential Doom, Killer and Yoshi guides that have become such essential reading.

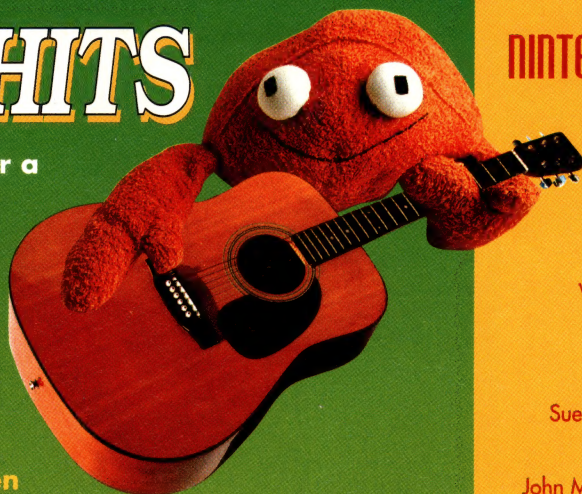
Les ('he lives in a house, a very big house in the country') has had a barrage of abuse from his crowd, while Mr 'Killin me softly' Skull disappeared for too long and wouldn't return any calls. He's sulking about something but I've yet to get to the bottom of it. If one exists!

So I creep, yeah, but when I come around don't look back in anger, because you loved me just a little bit. Ooh Ah!



THIS MONTH'S COMPETITIONS TERMS AND CONDITIONS OF ENTRY

Competitions in this magazine are promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 23rd August. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges' decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.



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NDD, Sydney, NSW 2015.

Nintendo Magazine System
is published by Catalyst Publishing,
Level 128, Rialto 525 Collins Street,
Melbourne, VIC 3000.

Subscriptions are available for \$54.45 for 12 issues (AUS\$60 for New Zealand readers). Send a cheque or money order made out to Nintendo Magazine System to: NMS Subscriptions, NDD, PO Box 199, Alexandria NSW 2015. Or you can call (02) 353 0751 and order by credit card. Please allow four weeks for delivery.

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TOO DUMB TO SUBSCRIBE?

You'll need this lot then -

Emergency

shoelace

As recommended by
your mum.



Name tag

For when you get yourself
lost walking home.



Spare pants

You never know when these'll
come in handy!



Coins

Buy yourself a scraper
for that car wax.



Pouch

Somewhere to
collect those
embarrassing
hair balls.



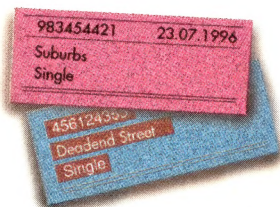
Band Aid

For when your
specs fall apart.



Bus tickets

To add to your already
growing collection.



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Subscribe to NMS NOW before it's too late!

NNN



NINTENDO NEWS NETWORK

FREE AT LAST!

At last! After all the delays and hype surrounding the release of the machine, the N64 has finally hit the streets in Japan! Released on June 23rd, the super-console is being supported by Super Mario 64, PilotWings 64 and Shogi, but Nintendo say that at least 20 games will be available by the end of this year. Mario 64 has also made a huge impact over there, with an amazing game to console sales ratio of 1:1 in certain areas! On the day of the launch Nintendo sold 300,000 units, and 200,000 of those had been ordered in advance. It looks like Nintendo Japan will be going for a simultaneous launch in both Hong Kong and Taiwan, and the launch date for the US in September looks to be going ahead as planned. Hiroshi Yamauchi, president of Nintendo

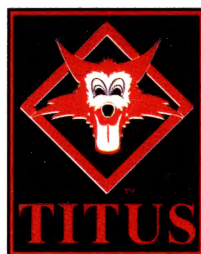
Japan expects to sell about five million units across the globe by March next year.

There's been such a huge demand that Nintendo are running production lines at maximum output in order to keep up with the needs of us gamers.



TITUS JOINS THE DREAM TEAM

Titus has become the latest games firm to snap up an N64 license, and is now a fully fledged 'Dream Team' member. The French firm, responsible for classics like Prince of Persia and Titus the Fox are expected to present their first offering for the new machine in 1997. In the meantime, Titus will continue to support the SNES as well with releases like Prehistorik Man, Wild Guns and Ninjawarriors all of which are featured in this issue. On the new game front, the sequel to Prince of Persia is due to be released on the SNES later this year.



The first three titles available for the N64: Super Mario 64, PilotWings 64 and Shogi.

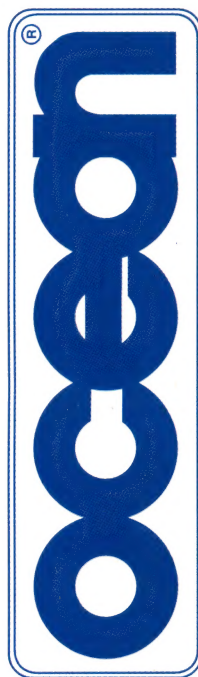
NINTENDO & SQUARESOFT MAKE UP

Good reports from over the water suggest that the reported rift between Nintendo and role playing maestros Squaresoft is finally being healed. The American based firm has said that even though there are no Nintendo 64 projects in development at the moment, this doesn't mean that there won't be in the future. This is great news for Nintendo and for gamers in general so, hopefully, the kings of RPG will be making products for the N64 at some point not too far off. Let's hope so!

OCEAN SCORES WITH UEFA!

Ocean are going all sporty and have recently got together with UEFA, the leading European soccer association, with a view to producing a series of soccer titles. It sounds like the deal is pretty similar to the one FIFA have with EA Sports, and Ocean already have UEFA Soccer waiting on the touchline, which is to be launched later this year on the PC, 16 BIT machines and the Nintendo 64. Even though the deal does not mean Ocean can use any of the brand names associated with UEFA, it does give a certain seal of quality to the forthcoming games.

WE'RE MAKING MUSIC TOGETHER



Ocean have also teamed up with the music production company 2dB to produce a series of products, kicking off with the UK based firm's main PC CD ROM offering for 1996, Gut's 'n' Garters.

2dB, who normally specialise in producing and re-mixing records, as well as writing classical pieces and film scores, have never worked on a computer game soundtrack before. Undeterred, they have been quoted as saying they are "very excited about working in such a non-linear medium". Whatever that means!



SUB ZERO GETS HIS OWN GAME!

A brand new title based on the Mortal Kombat series has been recently revealed by beat 'em up kings Williams Entertainment and will feature ice man Sub Zero in his very own game. But unlike the MK saga, the new game will not be just a straight fighting sim, but will include strategy and complex puzzle solving as well as generous bouts of fisticuffs.

Whatever next? A Sheeva-based platform game? Or how about a Shao Khan RPG?

Neither a release date or console has been confirmed.



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THE GAME IS OUT THERE!

It looks like everybody's favourite cult TV show, the X-Files, is to be adapted into a computer game. Fox Interactive, the company responsible for the project, have said that Mulder and Scully, alias David Duchovny and Gillian Anderson *will* be appearing in the game - although it's not clear just yet whether they will be playable characters. Apparently the firm are working on a new software technique where you can become the main character in the X-Files story! Further sightings will be reported.

STREET FIGHTERS

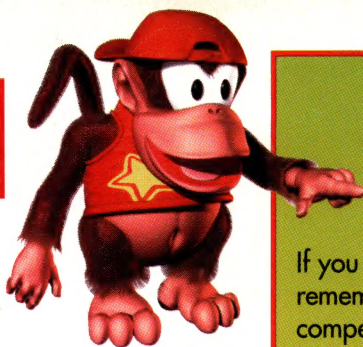
STREETFIGHTER ALPHA 2

Rumours are that Nintendo of America are currently in negotiations with Capcom for the publishing rights to Streetfighter Alpha 2, sequel to the currently re-born Streetfighter series. Our boys in the States are looking for an exclusive six week deal with Capcom and if it comes off, the SNES will have the edge over other next generation consoles, getting the rights to the game six weeks before the opposition! Nothing official, but we'll wait and see.

STREETFIGHTER 3 GOES 3D

At last! The folks at Capcom have finally revealed that they are working on Streetfighter III, which will be released in the arcades some time near the end of this year. Apparently this latest version of the classic series of beat 'em ups will feature Ryu and the crew in a fully rendered, 3D texture mapped fighting game utilising all the advanced Silicon Graphics gubbins that are around at the moment.

Our breath is well and truly bated...

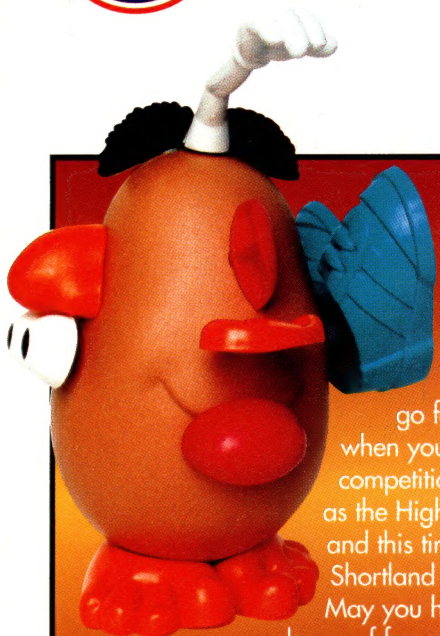


DOLING OUT THE DONKEYS!

If you can think as far back as April you'll remember we ran a Donkey Kong Country 2 competition where you could win a copy of Rare's SNES masterpiece if you applied for a new subscription. Well, we had 50 of them to dish out and the lucky few are listed here. Thanks to everyone who's subscribed so far. And if you haven't yet - WHY NOT?!



- B Tremain, New Lambton, NSW
- L Riddell, Manilla, NSW
- J Garland, Gisborne, VIC
- J Freeston, Windsor, NSW
- M Steck, Raby, NSW
- H Harris, Terrey Hills, NSW
- N Berry, Kenmore Hills, QLD
- A Cunningham, Port Pirie, SA
- T Heinz, Mount Pleasant, NSW
- K Kong, Melbourne, VIC
- D Thomas, Beaumaris, VIC
- J Searle, Dalkeith, WA
- D Abraham, North Rocks, NSW
- S Tregoweth, Langwarrin, VIC
- S Laws, Gateshead, NSW
- G Keep, Broadford, VIC
- L Faff, Lake Cargelligo, NSW
- H O'Sullivan, Wingello, NSW
- D Whittle, Wakeley, NSW
- R Rutigliano, Pascoe Vale, VIC
- D Crabbe, Jimboomba, QLD
- M Scanlan, Dandenong, VIC
- D Frier, Mackay, QLD
- M Burgess, North Mackay, QLD
- P Culhane, Flemington, VIC
- S Macnaughtan, Slade Point, QLD
- D Hume, Wahroonga, NSW
- A Valencia, Randwick, NSW
- T Starkie, Safety Bay, WA
- R Allen, Kallangur, QLD
- T Marshall, Wishart, QLD
- U Puetz, Kyabram, VIC
- M Stewart, Eltham, VIC
- G Taylor, Wallerawang, NSW
- A Mason, Prospect, NSW
- M Noble, Ebenezer, QLD
- A Sokol, Albany, WA
- M Butler, North Perth, WA
- G Saint, Naracoorte, SA
- D Fellingham, Caloundra, QLD
- G Williams, Kilmore, VIC
- H Watihenu, Carlingford, NSW
- K Gray, Wollongong, NSW
- S Blacka, Wagga Wagga, NSW
- B Brooks, Heathridge, WA
- D Bianco, Witta, QLD
- D Cheah, North Caulfield, VIC
- D Moore, Orange, NSW
- J Buxton, SA
- The Siddaway Family, Chatswood, NSW



POTATO PRIZES!

Thousands of you proved that you'll go for anything as long as it's free when you entered our Mr Potato Head competition in droves in the June issue. Well, as the Highlander says, there can be only one and this time it's Dean Bowman from Shortland in NSW.

May you have hours of fun playing with your new plastic bits Dean! In case you're all wondering just exactly where all of Spud's parts were hidden they were as follows: Eyes - page 20, Nose - 47, Feet - 7, Mouth - 27 and Ears - 40.



CYBER FORCE

After another staggering response to our latest Intrepid Trading Cards competition (Issue 39) we've got the first 20 names pulled out of the hat here who should each have received an ace Cyber Force Press Sheet. Thanks once again to Intrepid for stumping up the goods!

- Russell Proud VIC,
- John Walford TAS,
- Ben Cooper VIC,
- Eduardo Cespedes VIC,
- Steven Griffin, TAS,
- Rebecca Ho NSW, Emmett Davidson WA, Daniel Cicero VIC, Scott Collom VIC, Jarrett Gregory WA, Aaron Hoang VIC, Tim Owens NSW, Peter Garcia NSW, Elliot Corser QLD, Micheal Fisher SA, Ashraf Halim NSW, Peter Roberts WA, Michael Fay QLD, Hengtee Lim SA, Marco Navarra NSW.





**BET THAT MAKES
YOUR EYES WATER!**

IT'S A KILLER!

The arcade monster that defined the fighting game genre returns on the 64, complete with a couple of new characters (who haven't been revealed just yet) and the most interactive backgrounds ever seen on a beat 'em up.

At the moment we've been told that most of the original characters will return for the new version, but you know how ruthless Rare can be when it comes to torching characters who don't quite cut the mustard (Riptor, Cinder, Thunder – RIP).



DISCO 2000?



KILLER INSTINCT 64



**YOU KILL ME,
YOU REALLY DO!**

GAME DATA

- **GAME:** KILLER INSTINCT 64
- **BY:** RARE/NINTENDO
- **RELEASE:** TBA
- **GAME TYPE:** BEAT 'EM UP
- **PLAYERS:** TBA



Even though the gameplay will have 3D rotating backgrounds (à la Tekken and Virtua Fighter) the basic game mechanics will be in 2D to make the game faster and more detailed. But just to add some variety, the new game will feature 'zoom in and out' cameras which will alter the angle of play when a special move or combo is activated.

The new backgrounds will fully utilise the power of the N64, being displayed at an astonishing 60 frames per second! This should stop the annoying blurring that can occur in other 3D games when the action speeds up.

But it's not just the visual appearance of the new game that'll be superb. The sound too has undergone a complete overhaul and will feature a complete stereo soundtrack including music, vocals and other effects in a blending of up to four different digital samples at a time. Can it get much more real than this?! Watch this space...

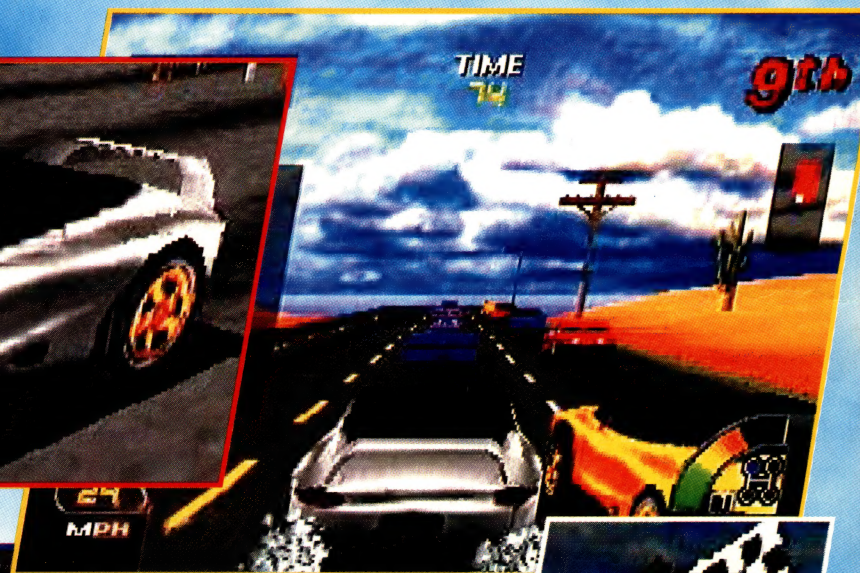
PREVIEW

NINTENDO 64



Cruis'n USA

The classic arcade driving sim Cruis'n USA comes to the N64, complete with 14 stages of coast-to-coast racing and graphics that'll put the arcade version to shame. You'll be able to select one of five difficulty levels and there's also the option of removing other drivers and normal street traffic from the courses. You can't do that at Monaco!



As far as playability goes, the N64's control stick will give the driver more response than ever before, especially round those tight corners. You'll also be able to set the responsiveness of the steering. At each checkpoint throughout the course you'll see the split time separating the leaders from the rest of the pack, and a split screen is provided for those important two player match-ups.



GAME DATA

- GAME: CRUIS'N USA
- BY: NINTENDO/WILLIAMS
- RELEASE: TBA ENTERTAINMENT
- GAME TYPE: RACING
- PLAYERS: TBA



Cruis'n USA looks like it's going to be the ultimate driving test for next generation consoles and one of those scarce cases when a cartridge conversion's even better than the coin-op!

Get ready for the fight of your life with Doom 64, which looks like it's going to be the fastest, most in-yer-face version of the classic 3D shooter ever!

Doom 64

Those clever blokes at Williams Entertainment have completely re-designed the game, loosely basing it on the old scenarios like Inferno and Deimos, and they've also managed to bang in some totally new levels too. These look a bit like Egyptian temples and show more detail and textures than we've seen before.



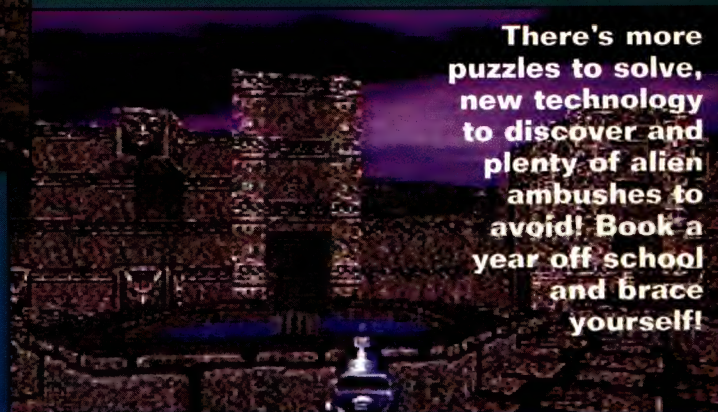
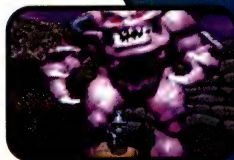
The control stick will give a much better range of movement than any other version of Doom, allowing you to quietly creep around or make a desperate run for it if things get too hard. But don't think the game just requires good reactions and a sure trigger-finger, Doom 64 needs some serious thought and application if you want to get out alive.

You'll find that the faster and more responsive gameplay is coupled with much tougher opponents, who have more sophisticated ways of tracking down that annoying human thing that keeps shooting at them!

There's more puzzles to solve, new technology to discover and plenty of alien ambushes to avoid! Book a year off school and brace yourself!

GAME DATA

- GAME: DOOM 64
- BY: NINTENDO/WILLIAMS ENTERTAINMENT
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP
- PLAYERS: TBA



SPIDER'S web

catalyst@popmail.dircon.co.uk

Plug in your amps and turn up the speakers – it's time for Spider to breakdance and headbang his way through the World Wide Web's musical offerings.

Right from the moment the Net became a reality, musicians have been making full use of its potential. Often it's the creative kids who are the first to jump on the bandwagon of a new technology to forward their art and most of them have been quick to realise the possibilities of Net-wide musical collaboration.

It's not just the combining of ideas that makes creating music over the Net so appealing. The opportunities to publicise your finished masterpieces are huge and the chance to perform live or have your recorded concerts broadcast around the world to a whole new audience are irresistible.

What makes all this so much easier than it could have been was the advent of CDs back in the early 80s. What they did was alter the way music was produced. Now almost every new single or album is recorded in a digital format which means that computers and modems have little or no trouble in handling them.

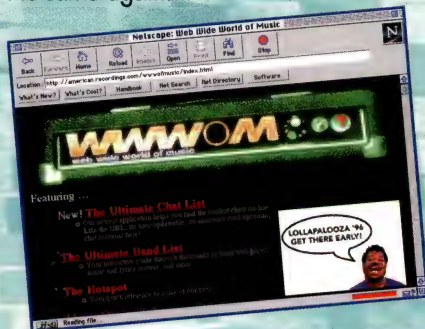
One major restriction in sending new music all over the Web though is the speed of data transfer. Even with ISDN software or a really good modem, it can still take hours to download a whole CD's worth of music. So most musicians have got around this problem by publishing only selected samples of their work in a low resolution form. This means that anything you do try to save down to your machine to listen to won't run up your net access bill to stratospheric levels!

Perhaps the most important aspect of Net-wide music making is the amount of communication that goes on. Whether it's just separated band members keeping in touch via email or complete strangers offering lyrics to a songwriter, there's a constant stream of digital traffic adding new ideas and suggestions into the pot.

There are even some bands who

don't ever come into the real world at all! Res Rocket Surfer is a great example of this. Set up by a musician and a studio whizz-kid a couple of years ago, this 'virtual band' now has regular contributions from people as far apart as Romania, Finland, Canada and New Zealand. Some just offer a few lyrics or a couple of bars while others produce much more but it all goes to show that there's a whole music culture that exists entirely in cyberspace.

All in all, the many and varied uses of the Internet in the creation of music can only be a good thing. Although there are a few minor downers like potential copyright problems, the benefits far outweigh any negatives. Fans and musicians alike are brought closer together than ever before in a range of live broadcasts, chat sessions and email conferences. There's no getting around it – the music industry will never be the same again!



WORLD WIDE WEB OF MUSIC

As good a place as any to start is the World Wide Web of Music and you can find it at <http://american.recordings.com/wwwofmusic/index.html>.

This is basically a jumping off point to loads of other music related links. From AC/DC through to Frank Zappa, they're all there and you can use the built-in search engine to find who or what you want. (Search by type of music or alphabetically by artist.)

You can also take a look at the record labels and store listings to find out where to get hold of that obscure album you've been after for months! WWWOM is also a good place to find e-zine listings. These are on-line fanzines dedicated to various bands and fan groups. Once you've found out everything you need to know about your fave band then you can take a look at the chat session listings and get on-line to spread your knowledge to anyone who'll listen!

OASISNET

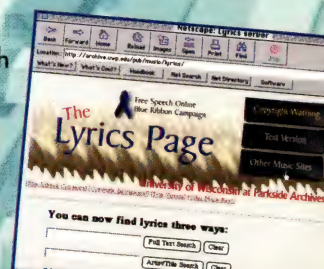
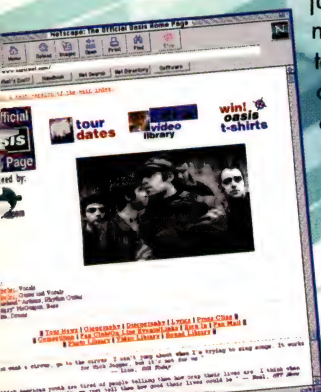
For every successful band there are a hundred web sites singing their praises or dumping on them from a great height! OasisNet is just one of many sites dedicated to the promotion of the boys from England to god-like status and it's at <http://www.oasisnet.com/>. It's an official site run by their record company and contains all the sort of stuff you'd expect to find on a site like this including plenty of downloadable pics and song snippets, a listing of proposed tour dates (they're coming to Oz later in the year) and a complete discography. There's also a lyrics area in case you can't make out what they're saying and some brief bio info on Liam and Noel.

As well as the occasional competition and the latest press releases there are on-line fan clubs and opportunities to email the lads or put yourself on the emailing list to receive all the latest gossip yourself. There are links to Oasis related sites and newsgroups and dates for on-line concerts and activities. Pretty representative of this kind of site, OasisNet is fairly comprehensive and, unlike the band themselves, seems keen to involve the fans as much as possible.

LYRICS SERVER

You know how irritating it is when you can't sing along with your fave band in the bath because you can't quite make out what that second line of the chorus is! Well worry no more. The Lyrics Server is on-line and ready to help. You'll find it at <http://archive.uwp.edu/pub/music/lyrics>.

There's a big list of bands and artists and under each one you'll find their work listed by song title and album title. Click on the song you want and you'll get all the words for it. The groups featured are largely American, although some are European, and are pretty much mainstream, but you'll find some more unusual offerings as well.



In addition to checking out lyrics that someone else has posted on the site you can also add some of your own that you think should appear. It's quite a laugh being able to decipher even the most mumbly of singers but beyond that it's fairly pointless!

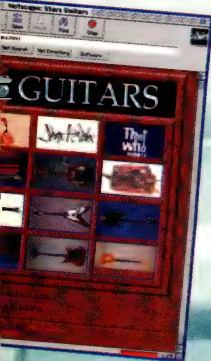
ROCKMINE ARCHIVES

Fancy a trip to a museum? Hold on, don't switch off just yet! This one's different. Found at <http://www.rockmine.music.co.uk/> the Rockmine Archive is the sort of museum your high school just doesn't take you on trips to. Unfortunately!

It plays host to Scottish music collector Roy Deane's vast collection of music memorabilia and you'll have the chance to look at loads of muso stuff from Jimi Hendrix's guitar (in the Guitars of the Stars section) to a transcript of a Jim Morrison press conference! There are plenty of bits to gawp at and what's also nice is that you won't have to queue up outside or pay to get in!

It's not just a 'look at and log off' site though, there are things here to buy if you want your very own piece of musical history. If you just can't live without a used ticket stub from a 1976 Rolling Stones gig, or maybe some obscure fanzines from the long distant past then this is definitely the place for you!

The Rockmine Archive is another fun site with plenty to look at. There's also the prospect of the curator's plans of 3-D images to look forward to, so it's well worth a visit.



Cock your ear at this lot then!

Res Rocket Surfer:

<http://www.resrocket.com>

Rock Web Interactive:

<http://www.rock.net/>

The Angel of the Web U2 Page:

<http://www.lehigh.edu/~swb2/u2.html>

BluesNet:

<http://dragon.acadiau.ca/~rob/blues/blues.html>

Hyperreal:

<http://www.hyperreal.com/>

site of the month



<http://www.cooler.net/StrayAlien/NewArtists.html>

One of the most imaginative and innovative uses of the Net when it comes to publishing music has got to be the **Stray Alien Unsigned Artists** page. It was set up by Keith Urquhart of Melbourne Radio Station 3PBS who presents a weekly slot that showcases unsigned home grown talent. Out of all the tapes received at the station each week one song is chosen to be posted on the site along with some biographical info about the artist in question.

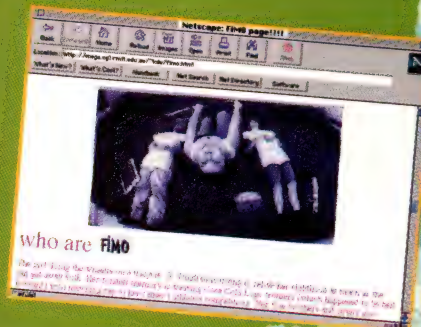
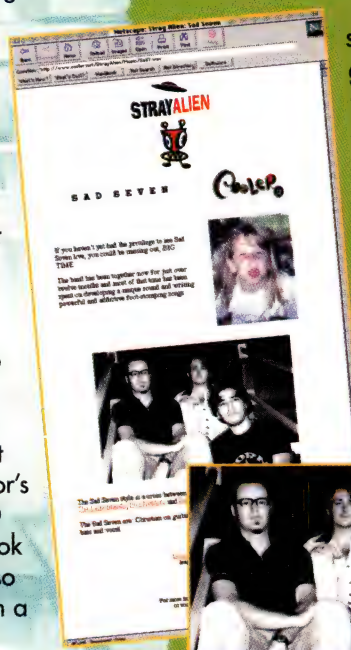
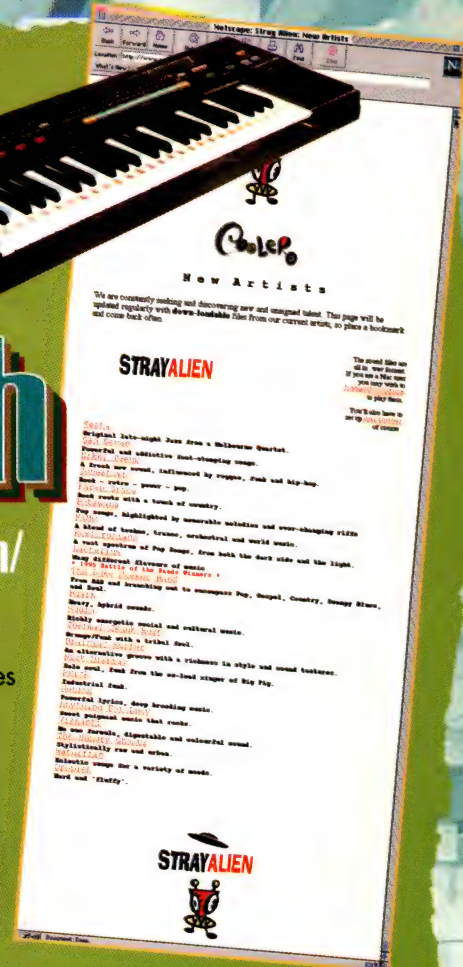
The day I checked the site out I found just short of 25 song snippets to listen to ranging from hiphop and indie bands to folk groups and ballad singers. Each excerpt is about 30 seconds long which doesn't sound like much but it's plenty to get an idea of whether it's your kind of thing or not.

As well as downloading the song samples themselves, you can also get hold of pics of the bands or even be linked to their home page if they have one. The best thing about it all is that the sound files are all published at a low sample rate which effectively means that they're quicker to download – as a test we tried downloading Sad Seven's song over an old 14,400 modem (not the fastest in the world!) and it only took about 10 minutes.

This has been a really popular site among the unsigned music community and we reckon it's well

worth a look (and a listen). If you want to catch even more new bands then tune in to Keith's show on 3PBS at 7.30pm on Tuesday nights or if you're an unsigned

artist yourself then you can send tapes to Keith for broadcast at PO Box 210, St. Kilda 3182.



worth a look

coming soon

WHEN I'M 64

As the Nintendo 64 is now out and prowling the streets, we'll be going back to our roots next month and checking out all the latest Nintendo related sites on the Net. See ya there!

THE PHANTOM



THE GHOST WHO WALKS

Since his first appearance in print back in 1936, The Phantom has become one of the most popular comic strip superheroes ever created. When cartoonist and writer Lee Falk was asked by William Randolph Hearst's King Features Syndicate to come up with a new hero to follow his previous creation Mandrake the Magician, he could never have expected the 60 years of success that have followed. The most successful adventure strip of all time, The Phantom is read daily by 100 million people in 40 countries spanning 25 languages. In fact his popularity has reached such heights that in Norway they've even created an entire amusement park in his honour known as Phantomland! Those Norwegians really know how to spend a weekend!

THE ROAD TO FILM

Simon Wincer was originally approached by movie co-producers Village Roadshow several years ago to immortalise The Phantom on celluloid. Although he's a life-long fan of the purple clad wonder, he wasn't able to take them up on their offer straight away. The project sat on the back burner for a few years 'til Paramount Pictures picked it up in 1995. They contacted the Melbourne based director and this time he jumped at the chance to direct a movie about his

But I thought you said this new head would point the right way.

The gods of film have certainly been smiling on us over here in the last couple of years. With Mel Gibson picking up a couple of Oscars for his Scottish action yarn *Braveheart*, and *The Piano* doing even better at last year's awards, it seems that we're once again making our mark on world cinema. And now Australian director Simon Wincer brings us a brand new movie, filmed partly on location in Queensland, that's sure to break box office records when it's released countrywide on 19th September. *The Phantom is coming...*

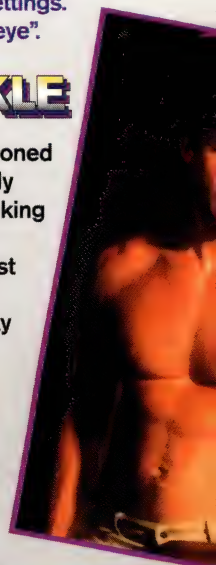
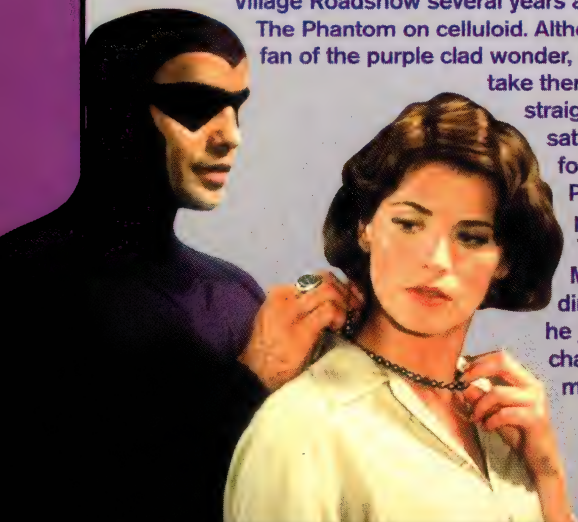
boyhood hero. Aussie Simon was an avid reader of The Phantom comics as he grew up. "The Phantom comics always had a kind of good old-fashioned adventure," he said recently. "They had a quality about them with an exotic time and settings. It was action-adventure with a twinkle in the eye".

BIG SCREEN SPARKLE

Wincer was keen to ensure that this old-fashioned sparkle was transferred to the screen faithfully and the first step in the long process was making sure the story was a true Phantom style adventure. The screenplay is based on the first two Phantom newspaper serials from 1936 called "The Sengh Brotherhood" and "The Sky Band". It was important too that the settings and locations that Paramount used were in keeping with the story's era. Location scouts managed to find some perfect settings in Thailand as well as enormous sound stages in LA and Brisbane. It certainly sounds like the finished film will be a visual treat. Simon Wincer likes to think they've managed to inject the sense of glamour and exotica you'd expect from this Indiana Jones style 30s setting: "New York in the late 1930s; women in beautiful gowns at Long Island cocktail parties; days of travelling by Pan Am Clippers; the richness of adventure in lush jungles. It was a time when going to any part of the world outside America was a great adventure".

GORGE YOURSELF!

But all this misty eyed nostalgia hasn't been allowed to get in the way of some bone-cracking 90s stunts and special effects. One of the movie's most spectacular stunts involves a rope bridge suspended across a huge gorge. A truck drives across, gets trapped and just before it plummets to its doom The Phantom pops up to save a small kid just in the nick of time! The stunt was eleven weeks in the making and the whole thing had to be approved by a host of safety experts and government officials.



Lights! Camera! Action!

DOWN UNDER DIRECTION

The Australian filming was conducted largely at the Warner Roadshow Movie World Studios next to the well known theme park on the Gold Coast. The largest studio in the southern hemisphere played host to pirate caves, wrecked ships and secret tunnels. A massive 22,800 square feet were used to construct the Sengh Pirates' Cave, making it the largest interior set ever built in Australia. Part of this included a raised platform housing the cave which was surrounded by water, wave machines, false sharks and more! This becomes the setting for the film's climactic battle between the forces of good and evil! Another site used was Brisbane City Hall where the crew set about redecorating some of the interior to turn it into the New York museum where The Phantom discovers one of the Skulls of Toudanga. (No relation to you know who!)

ALL-ROUND AUSSIES!

It wasn't only Australian locations that were used to create The Phantom. Local talent was also called upon, not least the director himself. Simon Wincer is one of our most celebrated film and TV directors with movies like Free Willy, Lightning Jack and 80s SciFi flick DARYL to his credit. He's got over 200 hours of Australian TV production under his belt and was one of the guys behind such classics as The Sullivans, Against the Wind and, more recently, The Man from Snowy River. Simon isn't hogging all of the limelight though, plenty of other Aussies are involved too. The director of photography is Sydney based David Burr while co-producer Alan Ladd Jr. was one of the men behind both Braveheart and The Brady Bunch.

IT'S A WRAP!

The Phantom is due to hit cinemas nationwide on September 19th (13th in NZ) and we reckon you should get straight down there as soon as it does! With this all-star cast and crew and the support of Lee Falk himself, it's sure to be a winner. One last thing though... In a coincidence worthy of the X-Files, it was realised that just as the final shot was 'in the can' the date was 60 years, almost to the day, since The Phantom first appeared in print. Spooky! In the meantime, if you want to check out anything about the film and its team then log on to the Paramount Web Site at <http://www.thephantom.com>.

Yes, you're right, this jumpsuit does hang better when I stand up.

THE MAN BEHIND THE MASK

Casting the role of The Phantom was one of the most important pre-production tasks. The man finally picked was Billy Zane who's a huge Phantom fan himself. Better known as the mad bad guy in Dead Calm, the peril-at-sea thriller starring Sam Neill and Nicole Kidman, he's an accomplished actor who's particularly keen on doing his own stunts. He even conferred with the Phantom creator Lee Falk when trying to perfect the character's movements and it seems that Lee himself was impressed with the whole production: "It was very exciting to see my people come to life. They brought together a marvellous group of actors."

Billy first discovered the purple one's adventures while he was filming Dead Calm back in '87 and he was hooked instantly: "For me this guy was the end-all as far as role models and superheroes go". He certainly seems to be right behind the image of The Phantom that the cast and crew are trying to recreate and we reckon he'll do a great job! As Simon Wincer said: "Billy Zane really seems to be the perfect actor to play The Phantom".

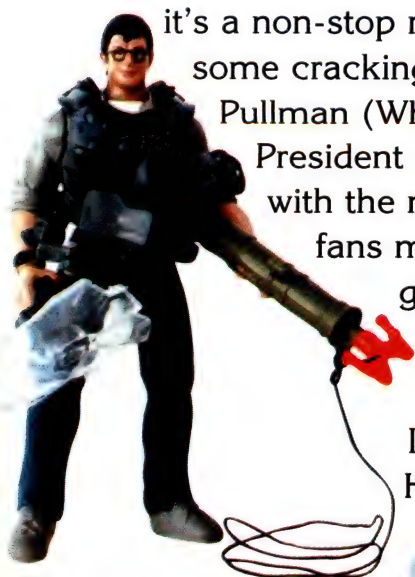


ID4

FIGHTING FOR YOUR INDEPENDENCE!

GET *ready to fight for your very existence!
Aliens are coming and they're
not going to take no for an
answer. The choice is simple: submit to their evil and
horrible whims or die. Mmmm... tough choice!*

The brand new all-action sci-fi movie ID4: Independence Day is brought to us by the production team behind 1994 smash hit Stargate including writer/director Roland Emmerich and co-writer/producer Dean Devlin. It's due to hit cinemas nationwide on August 29th (30th in NZ) and stars Will Smith (Fresh Prince of Bel-Air) and Jeff Goldblum (Jurassic Park) as Captain Steve Hiller and David Levinson who are two of a team of 'Freedom Fighters' battling for the survival of the planet.



The action takes place on July 4th, hence the film's title, and it's a non-stop roller-coaster ride of action, adventure and some cracking special effects. The film also stars Bill Pullman (While You Were Sleeping and Casper) as the President of the USA who tries and fails to reason with the marauding monsters. Another face that SF fans might recognise is that of Brent Spiner in the guise of Dr Okun. He's best known as the man behind the yellow skin of android Data in Star Trek: The Next Generation.

ID4 looks pretty good to us here at NMS HQ so get down to your local fleapit and check this out as soon as it's released at the end of the month.

PRIZE BUNDLES

WIN! WIN! WIN!



To coincide with the launch of the film, Trendmasters have produced a big range of ID4 action figures and playsets and Toy Options Ltd have let us have a whole pile of them to give away to you lot. There's a load of human and alien action figures complete with

accessories and poseable bits and pieces and we've also got some Micro Action

Playsets up for grabs too! But that's not all! The two first prize winners will get their hands on an enormous Alien Supreme Commander that roars and opens its jaws to receive its prey, as well as an Electronic Aircraft complete with flashing lights and multiple sound effects. Each toy also comes with it's very own mission disk.

There are eleven in all to collect (one with each toy) and the IBM compatible floppy disks each contain a different puzzle game related to the film story itself.

In order to win some of these goodies just look at these three dead easy questions and send the answers on a postcard or sealed down envelope to the address below together with your name, age and address. The first 10 names pulled out of the alien-proof bag will win one of the bundles shown here. Send your answers to:

ID4 COMPETITION,
NMS MAGAZINE, PO BOX 14225,
MELBOURNE, MC VICTORIA 8001.

1 The director and producer of ID4 worked together on another SF film in 1994. what was it called?

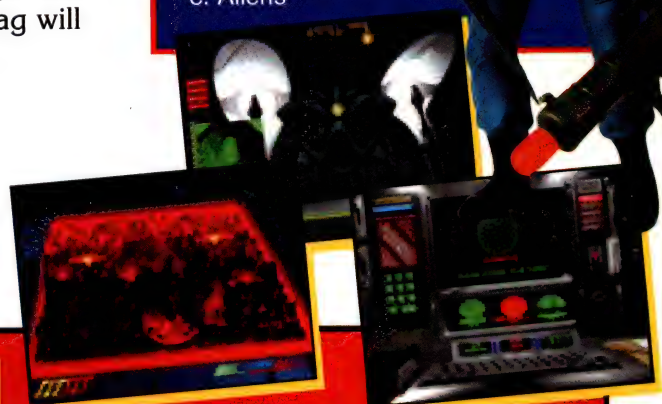
- a. Star Wars
- b. Star Trek
- c. Stargate

2 Independence Day is celebrated across America once every year. What date does it fall on?

- a. 4th July
- b. 25th December
- c. 19th March

3 Jeff Goldblum was chased by mad monsters in what other smash hit action film?

- a. The Addams Family
- b. Jurassic Park
- c. Aliens



SECOND PRIZES

(4 winners)

- A. One of two Micro Battle Playsets
- B. One Human Action Figure

THIRD PRIZES

(4 winners)

- A. One Poseable Alien Action Figure
- B. One Human Action Figure

FIRST PRIZES

(2 winners)

- A. One Alien Supreme Commander
- B. One Electronic Alien Attacker Ship or One Electronic F/A-18 Hornet Aircraft
- C. One Human Action Figure.



EXCLUSIVE
FEATURE

ocean

How do we do it eh?

After getting the guys at Rare to reveal their innermost secrets, and pestering Electronic Arts until they could take it no more, now we've ventured deeper into the depths to bring you an exclusive interview with top software house Ocean.

Alan recently ambushed one of Ocean's top PR guys Stephen Hey to get some answers.

from the ocean floor

Since Ocean of America were founded in May 1990 they've gone from strength to strength in the video game market, growing to include offices and licensees around the world. Although they came into the scene several years later than many of their rivals they've more than made up for lost time since. So what's enabled them to rise so quickly to the top and stay there in such a competitive marketplace? Ocean say it's their constant stream of innovative and highly playable games but, like other successful companies in the field, powerful marketing and critical management decisions have also been at the root of their success.

the french connection

While they've consistently been one of the most productive software developers in their own right, Ocean have recently merged with top French software house Infogrames making them the largest publishers in Europe and the fifth largest in the world! So what's the secret? "Well, Ocean have always been there in the marketplace where others have come and gone," explains Stephen Hey. "We're one of the most solid and dependable software houses around and always the last to pull out of any market." This was certainly true when it came to the demise of the NES. Ocean were one of the last of the big boys to pull out of this arena, the hit film conversion *Jurassic Park* being their last title for the 8-bit machine.

see the big picture

Jurassic Park was just one in a long line of film conversions that Ocean have snapped up in their time. It's fair to say that they've managed to get their hands on the lion's share

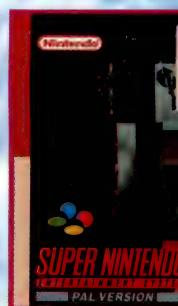
of top film licenses over the last few years including *The Flintstones*, *The Addams Family* and *Waterworld*. When they do get a licence they tend to really make the most of it too with conversions appearing on

most of the major console formats. Their latest acquisition, however, marks their first foray

into the world of 64-bit technology with *Mission: Impossible* for the N64 due out soon after the new hardware hits the streets.

sweet sixteen-bit?

Will this shift to the latest technology mean there's a possibility that they'll be abandoning the middle range of the market? Stephen assures us that for now that simply isn't the case: "The market for SNES and Game Boy titles will remain strong for a few years yet, simply because so many have been sold throughout the world. It would be silly of us to completely ignore a market that's still in a fairly good state of health." They don't plan to do any more actual in-house



Life on the Waves



Stephen Hey of Ocean Software

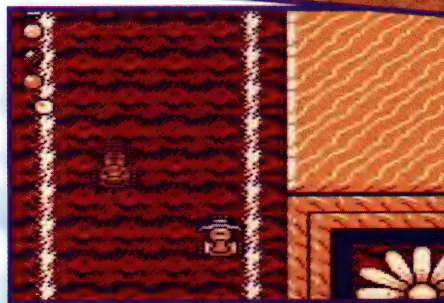
development for the 16-bit market but are still actively seeking titles to publish on behalf of people like Team 17 who did the initial development on *Worms*. In order for the established 16-bit market to survive Stephen believes that the future must lie with sensible promotional campaigns: "In the future I think that Nintendo will have to reconsider the marketing of the SNES and Game Boy formats with the arrival of 32 BIT machines and their own N64."

give them what they want

Apart from film conversions, Ocean have produced a pretty impressive range of titles ranging from *Worms* to *Weaponlord* and *Doom* to *90 Minutes Soccer*. Surely they must be running out of ideas by now?! Stephen reckons that for the last ten years or so "we games developers have been making

games that we wanted to play" but now that all these have been made the time's come for some concentrated research. There was a time when market research was "a dirty word" in this industry but three years ago Ocean embarked on an extensive research programme and came up with some interesting results. They spoke to hundreds of people ranging from young games players to their teachers and their parents, and including a broad cross-section of age and sex. Among the results was the surprising news that what boy gamers like to play isn't much different from what attracts girls to a new cart. They also identified a "bonding process" between parents and child when Mum or Dad take on the kids at Nintendo. All love and harmony across the controllers apparently, and a good argument to use to get yourself a new game.

Whatever it is that attracts players to a new title, Ocean seem to have got it sussed. *Worms* managed to scoop three awards at a spring trade show in London, including the coveted Most Innovative Game Award. As well as this they won an award for Best Game voted by the viewers of a Saturday morning TV show so it seems that critics and players alike are impressed by Ocean's efforts.

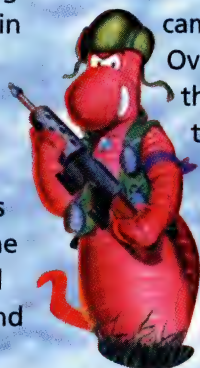


Just some of the Ocean Hall of Fame.
From top; *Weaponlord*, *Micro Machines 2*, *Doom*, *Waterworld*.



gruesome graphics

One potential problem facing any software developer these days is the controversy surrounding violent and sexist imagery in computer games, a point we made to both Rare and EA. It's not something Ocean have had much trouble with over the years but when *Doom* first hit the consoles they soon realised how easy it can be to offend some people. Stephen acknowledges the fact that *Doom* is a pretty aggressive title and admits



"I wouldn't let my young nieces play it" but he's not certain whether it was "just the gory graphics" that upset people or "the attitude of the game in general". In fact, the thing that caused most concern with *Doom* was its poster campaign and not the game itself.

Overall, everyone at Ocean knows that each of their games has a target audience and any violence that appears must be in keeping with the style of the game and not gratuitous. Most of us can tell the difference between the virtual world of computers and real life, but Stephen accepts that age classification, voluntary in many

countries at the moment, will become a compulsory legal requirement in the future.

down under distribution

An important aspect of getting a new game out to the buying public is a well established distribution network and while many top companies are a bit slack at making sure their titles reach us in Australia, Ocean have made sure we won't miss out. "We've big ties with Roadshow Interactive," explains Stephen "and we're always on the lookout for new talent."

"Ocean have always been there in the market place where others have come and gone"

As well as making sure their games are seen all over the world, they're also keen to make use of local talent. After all "in this business you can't afford to drag behind". In fact there's a newly formed Australian-based software company called Brilliant Interactive Ideas who are "showing an awful lot of promise at the moment". They're a multimedia company who are based in Manly in Sydney and produce a range of CD-ROM educational titles for the under 10s and are also distributed by Roadshow. Maybe in future we'll see a truly Aussie born and bred Ocean title gracing the shelves of our stores.

mission: development

So what's in store from Ocean on the N64 and into the future? Their most talked about development is *Mission: Impossible*, the 3D RPG game based on the 60's TV series and the new hit film starring Tom Cruise. "Yes, it's going to be an RPG, but it's much more sophisticated than that", says Stephen. "There's going to be a lot more elements involved with

infogrames insight

The merger between Ocean and Infogrames Entertainment was announced in April of this year and brought about the creation of the fifth largest publishing group on the planet. But it's not just its world ranking that's important, it's the wealth of resources and talent that the new partnership will now be able to call on that will really make a difference to the video games industry.

With a combined workforce of over 500 specialised employees and a huge product range, the new entity is set to produce some of the coming years' hit games. Whether it's Ocean's expertise with film tie-ins, action games and flight sims or

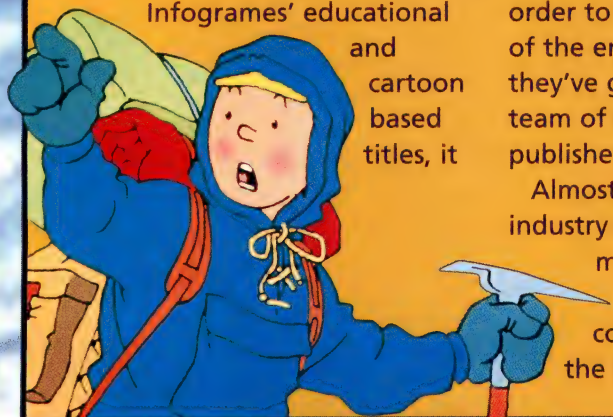
Infogrames' educational and cartoon based titles, it

sounds like there should be something for everyone.

Infogrames Multimedia was set up in 1983 and became the first French company to venture into the world of interactive entertainment products. They now produce a range of titles for Nintendo and Sega consoles as well as PCs and Apple Macs. Some of the PC world's best ever adventure games, titles such as *Alone in the Dark* and *Drakken*, have been the work of Infogrames while in the console market they've given us such excellent games as *Tintin in Tibet* and *Asterix*.

They feel it's vitally important to have control over all aspects of a new title's production in order to be sure of the quality of the end result. To do this they've got their own complete team of designers, artists, publishers and distributors.

Almost everyone in the industry seems to agree that this merger can only be a profitable one for all concerned, right down to the humble gamesplayer.



getting the show

on the road!

ocean a life on the waves

Village Roadshow was founded back in the 50s by a visionary bloke called Roc Kirby who could see the potential in bringing all forms of entertainment to the masses. Since then they've grown into one of the world's most successful independent exhibition and distribution companies as they've got into a whole range of different entertainment products from computer games to home videos. Having recently expanded their business into parts of the Far East as well, they're certainly going from strength to strength.

Their division dedicated to multimedia products now goes by the name of Roadshow

Interactive (formerly Roadshow New Media) and they've secured the right to exclusively distribute titles for a range of the world's top

"Ocean is a major force in the market and we are proud to be their exclusive distributor"

publishing companies including Acclaim, Activision, GT Interactive and Dorling Kindersley.

Of course, one of their most important clients is now Ocean who they signed a deal with back in January of this year. As Stephen Hey told us, this partnership seems to have taken off with huge benefits on both sides. They don't just

handle Ocean's Nintendo titles as part of this deal though, they also distribute all of their PC, PlayStation, Saturn and Mega Drive games across Australasia too. They don't have plans at the minute to take on any of the Infogrames titles following the Ocean/Infogrames merger but they are slated to distribute the N64 game *Mission: Impossible*, hopefully in early 1997.

Roadshow's Marketing Manager Andrea Darling sums up their relationship with Ocean well: "Ocean is a major force in the video games market and we are proud to be their exclusive distributor in Australasia. We look forward to continuing and developing our excellent partnership with them."

Mission: Impossible than just straight role playing." One of the

"I wouldn't let my young nieces play Doom."

most impressive new features in *MI* is a roving camera device which, along with some of the best use of

Artificial Intelligence yet seen in a game, should add a whole new dimension to the title. There's also a couple more games which are currently in development including a game known as *Zoiks!* Although it's being developed only for PC CD-ROM at present, Stephen believes that its cartoony style graphics and voices should suit the power of the

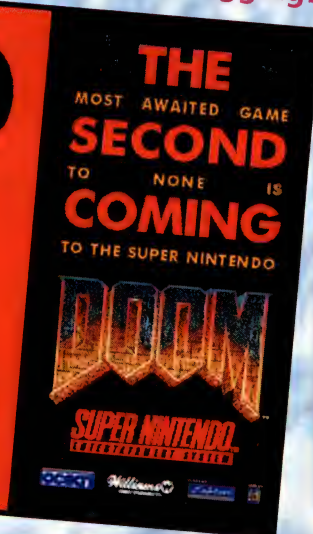
N64 down to the ground. It features all of our fave Hanna Barbera characters like Scooby Doo and Fred Flinstone in a great cartoony adventure game that includes many of the original voices, exclusively recorded in the States for Ocean.

on the crest of a wave

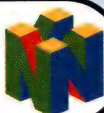
Ocean have always been keen to keep up with the latest technological developments and they've even got some multimedia work in the pipeline so we can be sure that they'll continue to give us a stream of great games well into the future.

The Doom poster that got tongues wagging!

GO TO HELL
YOU DESERVE IT



CHECK OUT OUR GREAT OCEAN GIVEAWAY
TURN TO PAGE 37



IT'S AN RPG, JIM, BUT NOT AS WE KNOW IT!



The daunting description of the new Ocean developed *Mission: Impossible* game for the N64 goes as follows: "It's a spy simulation game combining cerebral and introspective puzzle solving with exciting arcade action that includes thrilling 3D backgrounds, 360 degree character mobility and dramatic 'floating' cameras". Phew! Ocean got the Paramount license to produce the new film tie-in over a year ago now and since then a dedicated team of about a dozen or so designers, artists and programmers have been slaving away at Ocean HQ in the States to create the ultimate 3D gaming experience.

IMPOSSIBLE MISSION?

Ocean wanted to come up with a gaming experience that really captured the essence of what *Mission: Impossible* is about, including all the gadgetry, disguises and memorable music. Using Silicon Graphics Indigo workstations with Alias software and drawing on the experience of the team that created their recent 3D fighting game *Lobo* they've managed to do just that. What's helped the whole thing is the revolutionary processing power of the Nintendo 64 and the way that the new machine is able to deal with graphics separately from other gameplay functions. It's meant that stacks of CPU time has been freed up to allow the Ocean experts to include plenty of Artificial Intelligence features. Features like the way guards react differently depending on how much noise you make and changing camera angles that give you the best possible view all add up to create an incredibly detailed result.



USING YOUR INTELLECT!

The 'Intelligent Gameplay' features let the game differ each time you play. For example, if you go charging into a building with all guns blazing you'll meet with a very different welcoming committee than if you skulk in quietly! Likewise, if you bribe or trick people, they'll not be so friendly next time you come across them. You'll play as Ethan Hunt (ever fancied yourself as Tom Cruise?!) as you make your way through each mission scenario. All your CIA training will be called upon to solve complicated puzzles, use technical gadgets and generally outwit your opponents. Use as many devious methods as you like – you can even disguise yourself if you feel that way inclined!

NINTENDO'S SEAL OF APPROVAL

Whether you're cracking an arms deal or breaking into a secure installation you'll need your wits about you to get through this impressive new game. It looks excellent to us but let's leave the last word with Howard Lincoln, chairman of Nintendo of America: "*Mission: Impossible* will deliver the type of breakthrough gameplay available only on Nintendo 64. Ocean's renowned video game development talent and the strength of an exciting Paramount property is the absolute right mix to create a blockbuster title for our new 64-bit system. We want players to experience the best." Well there you go!

GAME DATA

- GAME: MISSION: IMPOSSIBLE
- BY: OCEAN OF AMERICA
- RELEASE: EARLY 1997
- GAME TYPE: ACTION/ADVENTURE/RPG
- PLAYERS: TBA
- DISTRIBUTED BY: ROADSHOW INTERACTIVE

MISSION:
IMPOSSIBLE

IMPOSSIBLE

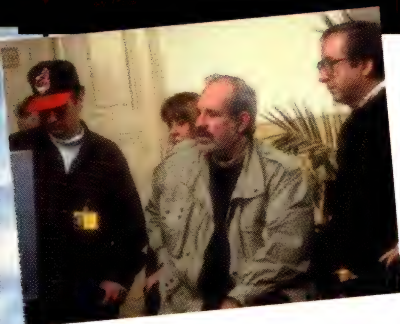
ocean a life on the waves

The end of June saw the long awaited action thriller *Mission: Impossible* hit our cinemas. The story of Russian spies, undercover agents and international arms dealers has proved a smash hit so far so if you haven't been to check it out already then what are you waiting for?

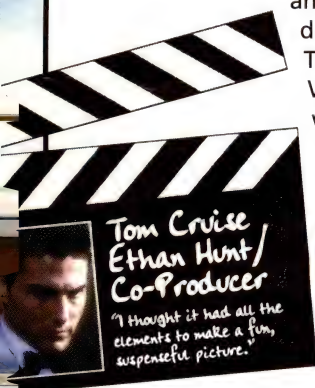


Your mission...

...Should you choose to accept it



Ever since Tom Cruise set up his own production company back in 1993 he wanted to make a movie of *Mission: Impossible* because as he says, "I felt it was the perfect film to start our company. I thought it had all the elements to make a fun, suspenseful picture". Paramount already held the rights to do it so the Cruiser jumped at the chance to produce it and soon had top director Brian de Palma (the man who helmed *The Untouchables* and *Carlito's Way* among others) on board as well. Between them they went on to sign up the talents of Oscar winner Jon Voight, Emilio Estevez and French sensation Emmanuelle Beart while Tom himself took the lead role as Ethan Hunt.



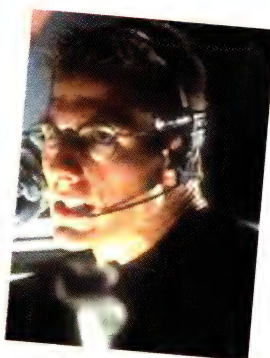
The film's loosely based on the cult TV series originally shown back in the 60s. The fact that so many people are familiar with its distinctive music and 'burning fuse' opening sequence could only be a plus for the production team but they wanted to make sure that this version wasn't just a copy of the original so production designer Norman Reynolds made a point not to watch any of the old shows. The theme music too has been updated and remixed by Adam Clayton and Larry Mullen of U2 and the whole concept has been brought into the 90s with a great new story and some mind-numbing stunts and special FX. In fact the only character to survive the transition has been Jim Phelps, originally played by Peter Graves but now brought to life on the big screen by Jon Voight.



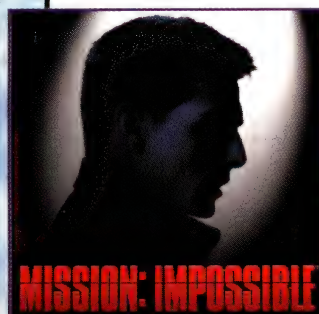
This tape will self destruct in five seconds

Shot on location in England and the Czech Republic, De Palma and co managed to bring the finished thing in ahead of schedule and under budget – no mean feat for a big studio blockbuster these days! "Make it real. Make it believable." was the phrase banded about by the team of stunt co-ordinators even though Tom Cruise stressed that from the start he wanted to "make Ethan's strength more mental than physical". One of the film's most impressive stunts was also the one that took the longest to

produce. The dramatic train-top chase was set up in the huge James Bond stage at London's Pinewood Studios and a sky diving simulator wind machine was brought in to create the right effects with the wind moving at about 140mph! Hair raising stuff!



If you want to know any more about this excellent new movie you'll just have to go and see it for yourselves – it's well worth devouring a bucket of popcorn to! Alternatively you can check out Paramount's ace MI Web page lurking at: <http://www.missionimpossible.com/>.



IMPOSSIBLE PRIZES!

WIN!

The good folk at United International Pictures have given us five great *Mission: Impossible* packs to give away and to get your grubby mitts on one just answer the three simple questions below. Each pack contains a pile of *Mission: Impossible* gear including a BOOK of the film, a copy of the soundtrack CD, a film POSTER, a BADGE and a FILM PASS that'll get two people into the film for free! Stick your answers on the back of a postcard or sealed down envelope along with your name, age and address and send them in to us before Friday 23rd August 1996.

Mission: Impossible Competition, NMS Magazine, PO Box 14225, Melbourne, MC Victoria, 8001.

1. Tom Cruise made his name in a high flying all action film back in the 80s. What was it called?
a. Top Cat, b. Top Gun, c. Top Dog
2. The *Mission: Impossible* character Jim Phelps is played in the movie by Oscar winner Jon Voight but who played him in the original TV series? a. Peter Graves, b. Peter Pan, c. Peter Piper
3. The well known theme music for the film was re-arranged by Larry Mullen and Adam Clayton. What top band are they a part of? a. Oasis, b. INXS, c. U2

PREVIEW **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

WILD GUNS

TRUE GRIT

It's time to get your grandad's Stetson out of the closet, wrap those furry chaps round your legs and load up your piece in time for Wild Guns, the hot arcade style shoot 'em up from Titus. So, you reckon you're hard enough to have survived in those lawless times when the gun ruled? When the men were men and the livestock were nervous? Grow yourself some stubble and read on...

BLAZING SADDLES

Wild Guns is basically a first person shoot 'em up similar to Terminator 2 and Acclaim's Revolution X. In one player mode you have the choice of being two characters - Clint, the square jawed stubbly cowboy or Annie, the delicate looking but hard as nails gun-slinging babe. In two player mode you and your pard'ner can face off against the computer or play against each other to hit as many targets as you can.



HOW THE WEST WAS WON

There are five different kinds of weapon on offer. You'll start off with the standard revolver, but by shooting the icons that appear on screen you can get shotguns, machine guns and super guns but the pop gun will only shoot ping pong balls at the bad guys - not a good plan when you're in the thick of battle! Another handy piece of kit is the lasso. This is activated by quickly pressing the fire button and traps a villain for a few moments, allowing you to fill 'em full of lead before they have a chance to break free! Nice!

HIGH NOON

Wild Guns has been out in Japan for a little while and has the usual awful bits of English text on the storyline screens. Even so, it looks great fun to play and the graphics and backgrounds seem very bright and clear. But you pesky varmints will have to wait until a later issue for a full darn review!



GAME DATA

- GAME: WILD GUNS
- BY: TITUS
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP
- PLAYERS: 1 OR 2



SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVIEW

Get ready for the return of the ninjas!

NINJAWARRIORS

The tyrant Banglar has managed to brainwash an entire city and has taken complete control of everything. The only things standing in his way are three prototype ninja androids with more destructive power than the national guard! Are you up for the fight, or will you bow down like the rest of them?

Ninjawarriors is the latest side scrolling beat 'em up from Titus and features three selectable characters. There's the Ninja, a big beefy sort armed with nunchaka sticks; Kamaitachi, whose arms resemble rotor blades; and the token female droid Kunoichi, armed with classic samurai swords!

The usual endless hoards of villains are included, ranging from pathetic miscreants who die after one hit to powerful bosses who take plenty of time and patience to get rid of. The background is more interactive than other games of this type and you'll always find plenty of things to throw at the bad guys. These usually hide energy bonuses and other little treats as well.

The game comes complete with a pumping soundtrack and there are some ace sound effects too.

There's a variety of attacks available for each character. The ninja has a special turbo charge which sends him hurtling across the screen, battering anything else out of the way, and Kunoichi uses her sword and daggers to carve attractive patterns into her opponents. The best, however, is Kamaitachi whose scythe arms whirl around at breakneck speed, criss-crossing over the unfortunate victim's torso! Each character also has a super attack called the Blaster. This is like a self destruct move that completely wipes out anything that gets too close!



The sprites seem nice and big and the backgrounds look particularly impressive. All in all, Ninjawarriors looks like a very fine offering from the people at Titus and once the game has received the complete NMS treatment, we'll give you a full review.

GAME DATA

- GAME: NINJAWARRIORS
- BY: TITUS
- RELEASE: TBA
- GAME TYPE: BEAT 'EM UP
- PLAYERS: 1 OR 2



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: Titus
- RELEASE: Out Now
- GAME TYPE: Platform

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Language, skill level

GAME INFO

- GAME ORIGIN: The Stone Age!
- GAME DIFFICULTY: Medium
- FIRST DAY SCORE: Hang gliding stage
- ALTERNATIVES: Donkey Kong, Mario, etc

GAME CONTROL

- RESPONSIVENESS: Good

A Scream

B Jump

X Nothing

Y Club Swing

L/R Search Screen

S Start: Start/Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Titus
- DISTRIBUTED BY: Nintendo
- MADE IN: USA

We've not seen much from Titus Software recently but they're more than making up for it now. Along with Wild Guns and Ninjawarriors we can expect Prehistorik Man to hit the shelves any day. So Lou's jumped in her time machine and warped back to those distant days of hairy mammoths and even hairier men to give us the prehistoric lowdown.

PREHISTORIK MAN



NEOLITHIC NONSENSE!

As usual with games like this the plot is pretty silly, but here goes anyway. You're a member of an ancient stone age tribe that for some reason seems to have run out of food. It's your job to explore this prehistoric world in search of some tucker to bring back to please the miserable village elder who bears a striking resemblance to old Cranky Kong in DKC. If you were under the impression that all cavemen ate pterodactyls and other delightful creatures then think again! You can find milkshakes, huge cakes, burgers, sweets and even ice cream. And who says we don't have balanced diets these days?!



JUST HANGIN'
AROUND!



HELPING HANDS!

Most of the levels have a different aim. Some require you to grab as much food as possible, in some you just have to make it to the end, and in others you need to complete set tasks before you can finish. There are plenty of other tribesfolk who will help you on the way, such as the blacksmith who will arm you with stone age axes to go hunting for animal skins, the hunter who gives you tips on finding your way over the rough terrain and the shopkeeper, who for a small cost will let you in on where all the secret areas are.



TORIK



DEEP THROAT!

LET'S GO CLUBBING!

The man himself has a few nasty little tricks tucked up his furry sleeve to help him get rid of the bad guys. For a start he's got his trusty club to keep wild beasts away, which can also be used for smashing the ground underneath to reveal bonus rooms. Sometimes if you jump between platforms and swipe the air, another platform will appear out of nowhere. Probably the best, and funniest form of attack is the scream. When the going gets rough our cave dwelling hero can let out a scream of titanic proportions that blows away anything in his path!



DEM BONES!

When you kill one of the beasts, you'll find they drop bones. Make sure you pick them all up 'cos in these ancient times they're used as currency. Without them the tight-arsed shopkeeper won't give you any secrets so make sure you grab every one. Another smart feature allows you to buy save points so you don't have to start from the beginning every time.

YOU'RE FIRED!



TREEHOLE SURGERY!



COMMENT

LOU

Having been out with several prehistoric men it was left to me to pass final judgement, and it's really quite good! Everything on screen is nice and clear, and you'll find the scrolling and overall control response surprisingly fast. Plus there's loads of secret areas to explore and the game always retains its mad sense of humour. Get out your bear-skin and polish your club – check this out!



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Sprites are funny and well drawn and although the backgrounds lack depth, they're colourful and suit the style of the game.

87

SOUND

▼ Music's a bit primitive but other effects are cool and when Sam opens his mouth there's an ace scream noise!

80

PLAYABILITY

▲ Oddly addictive. The controls are nice and responsive and the game's packed with secrets and bonus rooms. Nice sense of humour too.

91

LASTABILITY

▼ Every level is pretty much the same, apart from the odd variation here and there. You pro's out there won't take long to complete it!

82

OVERALL

This just goes to show that games don't need fully rendered graphics and silky smooth animation to be hits. It's gameplay that matters and this has more than enough to go round.

88

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: Capcom
- RELEASE: Out Now
- GAME TYPE: RPG

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: None
- OPTIONS: None

GAME INFO

- GAME ORIGIN:
Sequel to the successful
RPG'er Breath of Fire

- GAME DIFFICULTY:
Hard

- FIRST DAY SCORE:
Meeting Rand

- ALTERNATIVES:
Breath of Fire 1, Secret of
Evermore, etc.

GAME CONTROL

- RESPONSIVENESS:
Good

A Attack, Scroll text

B Scroll text

X Health stats

Y Nothing

L/R Switch players

S Start: Start/Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Capcom
- DISTRIBUTED BY: Nintendo
- MADE IN: USA



Apart from the Secret of Evermore, good RPG's have been few and far between just lately. So what better time for Capcom to hit us with Breath of Fire 2, their latest foray in the world of fantasy adventure. This 32 MEG cart is reckoned to be one of the biggest role players around, and the guys at Capcom think you'll need at least 50 gameplaying hours to discover the secrets of the Dragon!

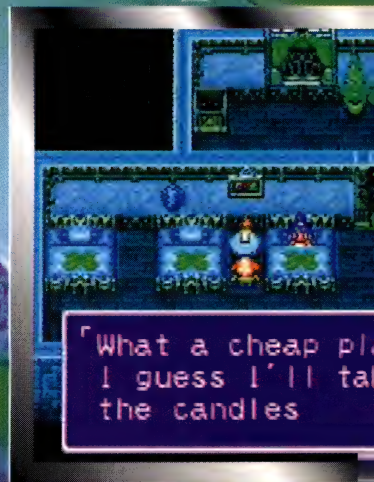
YOU GOTTA ROLE WITH IT!

As with any RPG worth its salt, everything revolves around you - Joe Hero, a noble Ranger in a strange land dominated by magic and demons. Well, everyone has to start somewhere. The game kicks off in black and white with you as a youngster given the task of finding your little sister. She's soon found sleeping by the dragon that once saved your village from a monster. Apparently your dead mother comes into her dreams and talks to her as she sleeps, so once you've found her, you decide to have a swift nap yourself before it's time to go home. But... once you get back, everything's changed! Your sister and father have both disappeared, and no one in the village seems to know who you are.



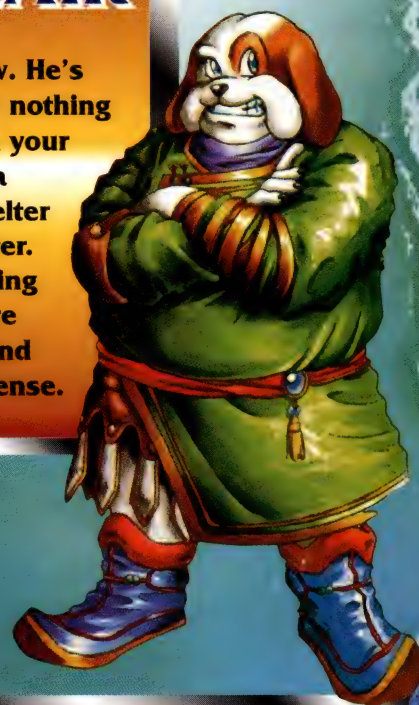
TRYING TO GET RANDY!

I FIND WAX IS VERY GOOD
FOR THE SKIN, DON'T YOU?



INTO THE DRAGON'S LAIR

Thankfully you get sniffed out by your dog-eared mate Bow. He's another orphan who's staying at the church, and as there's nothing worth stealing in the village, the pair of you decide to seek your fortunes elsewhere. Just as you leave the village however, a massive storm breaks and the pair of you are forced to shelter in a small cave which turns out to be inhabited by a monster. The monster seems to know who you are and attacks, leaving you stone dead. Don't panic though, for some reason you're still alive. Confused? Only now, ten years later when you and Bow are wandering adventurers, does it all start to make sense.



Lately, there have been kids acting like orphans

... AND LAST WEEK THEY WERE ACTING THE GOAT!



THAT LAWNMOWER YOU ORDERED HAS ARRIVED DEAR. IT'S NOT QUITE WHAT WE EXPECTED...

DOING THE MONSTER MASH!

Whenever a scuffle's about to break out, the screen changes to show your party and the monsters squaring up. The fights themselves are turn based affairs, where you decide what to do next – fight, regain some health, or use a magic spell. These sequences are quite smart at first, but they soon lose their appeal when all you want to do is explore the landscape and you continually find

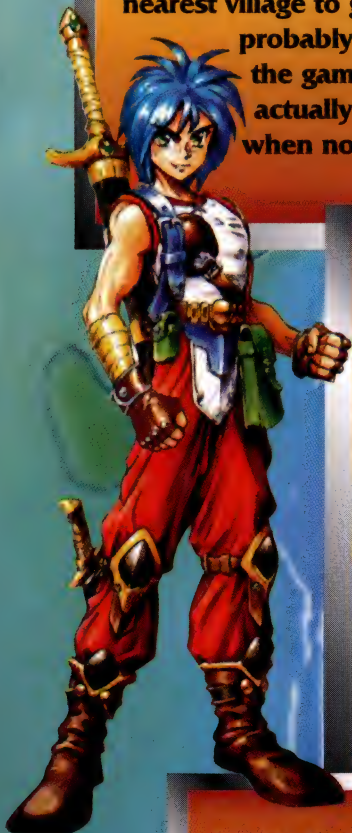
yourself surrounded by goons. This is where the Auto option comes into its own. Basically, if the enemy isn't very powerful and you're confident of victory, just select Auto and the computer will make your decisions for you. On the other hand, if you're a blatant coward you'll find the Run option very handy if things start getting too rough!

... THEN YOU OVERLAP ON THE WING, AND CROSS THE BALL INTO THE MIDDLE...



WHO'S WHO AND WHAT TO DO

There are eight characters to find on your travels, each has their own set of special powers and you'll need 'em all to complete the game. They range from Rand's brute strength to Mina's amazing magic powers and you'll need them to defeat the monsters on the journey and to explore the world around you. The gameplay's slightly different to most role players, as you can't actually see the monsters on the map screen. All of a sudden the screen will change and you'll find yourself brawling, even if all you wanted to do was to get to the nearest village to get some information. This is probably the most irritating aspect of the game, as it would be nice to actually choose when to fight and when not to.



Ifeleet

LOU'S ALWAYS LIKE
THIS FIRST THING IN
THE MORNING!
(OR SO THEY SAY).



Hood

Hood

SPELLING YOUR WAY OUT OF TROUBLE!

Rather than getting involved in a slugging match with a monster, there's the option of casting a magic spell. These can be really destructive and can take out the biggest adversaries in one hit! Only Rangers and Wizards have this power, and the potency's measured on the amount of Ability Points a character has. These are earned throughout the game as you defeat more monsters. The screen will tell you when you've reached a higher level and you'll gain another magic spell to add to your collection.

TIME MARCHES ON...

One of the smartest touches on Breath of Fire 2 is the way the time goes by. Even on the map screen the light changes as day turns into night, and you'll even notice subtle changes between dawn and dusk.

But this isn't just a graphical thing, no siree. The time of day can seriously affect what you want to do, as all the shops are closed and beasts are sleeping!



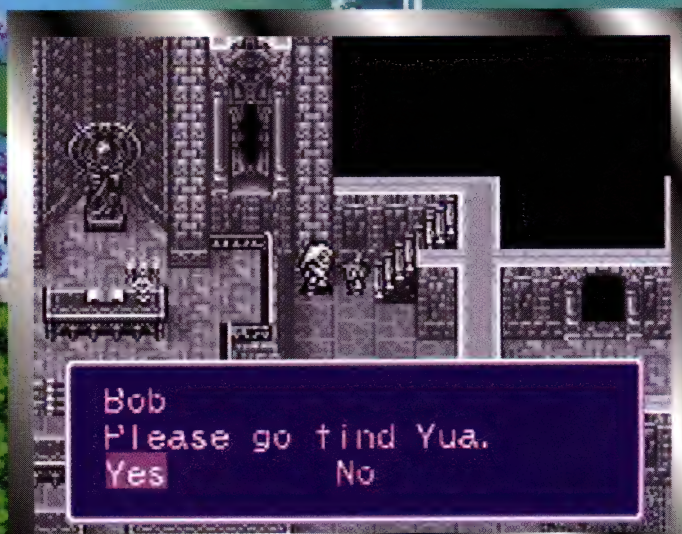
Bow
"Oh well.. Come on buddy.
Let's go kill a monster."

FEELING PECKISH?

Keep an eye on the map screen for any sign of plants which look out of place or fish splashing about in the water, as this means that it's time to go hunting! You'll need Bow or Katt when you get to the hunting area, and they have to hit the animals twice to turn them into roasts. If you see a fish in the water you can take our hero fishing, but he'll need a treepole and bait to get anywhere. These extra activities can get a bit tedious, but they do come in handy when your group's low on energy, as each meal replaces all your health. We've all gotta eat, and like other bits of this game, the realism is what makes RPGs so good to play.



YES DOCTOR, THEN THREE OF MY
BACKING SINGERS JUST EXPLODED!



NO, FIND 'IM YOURSELF! WHAT DID YOUR LAST
ROLE PLAYING HERO DIE OF?

CAREFUL, IT COULD
BE A PLANT!

COMMENT

I must admit I found this to be a bit disappointing, even though I'd been impressed with Secret of Evermore, and the other guys liked this one. For some reason, (and this could just be me), the game just doesn't flow as well as it should. There are too many stops for pointless fighting when you should be trying to figure out the many puzzles in the game, and a poor translation doesn't help either. As far as graphics go, the backgrounds are nice and lush and some of the monsters look impressive, but in terms of playability I found the action sluggish and the hunting games boring. I'd rather have a good game of pontoon.

STEVE



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Not often an RPG's strong point, but the combination of lush backgrounds and improved animation makes BoF 2 easier on the eyes than its predecessors.

88

SOUND

▼ Let me think... er, no there's nothing really special.

76

PLAYABILITY

▲ Pretty good! Easy to get into and you don't have to be a rocket scientist to figure it out.

▼ You can't really avoid the demons and this gets irritating after a while.

83

LASTABILITY

▲ Don't plan anything for the next twelve months. This one's going to take ages!

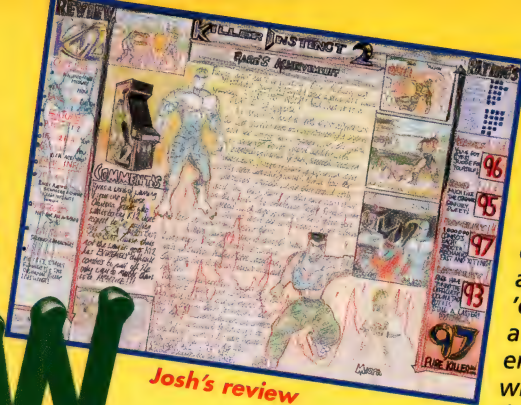
94

OVERALL

Solid and entertaining RPG lacking a certain something to put it up there with the likes of Illusion of Time and the Zelda series. But apart from a few minor glitches, Breath of Fire 2 will keep freaks bedroom bound for months to come!

89

reader's review



Josh's review

Into the land of Arcade games for this month's Reader's Review as Josh Burns from Melbourne reviews *Killer Instinct 2*. Josh is 14 and has set his sights on being a journalist or a movie director. (There's nothing like ambition!) He's a huge beat 'em up fan and wishes he had a Nintendo 64. His most embarrassing moments are when he goes shopping with his brother and sister!

If you want to review any game then send it to:
NMS, Reader Review, PO Box 14225,
Melbourne, MC Victoria 8001

Make sure you include a picture of yourself and some details about you as well as your name, age and address.



RARE'S ACHIEVEMENT

Finally, after years of waiting, Rare and Midway have rejoined once again and have spawned KILLER INSTINCT 2!! And yes, it is a BLASTER of a game!

KI and KI2 have to settle their differences so let's delve into this blockbuster of a sequel and see what's new. Graphics wise, this game is superior to its grand daddy with exploding barrels of fuel, smooth rendered characters, amazing opening sequences and wildly detailed backgrounds.

Notice how the characters breathe while they stand still and how their hair (if they have any) blows in the wind. The Character Select Screen looks grand with large pictures of the fighter you choose and the combatants faces which look up when you select them.

Killer's sound is also a gem, the music being much like the first Killer. With a mix of techno, heavy metal and rap this game has everyone's tastes bundled inside.

The gameplay has been zoomed up with more speed and combos. Rare haven't included a whole pile of moves to learn (though there's still a lot in there) but have clearly focussed on combos. (KI2 is rumoured to have up to one million combos for each fighter!) Throws and Super Moves are also included. All in all KI2 is another masterpiece by Rare.



COMMENT

Here's a word of warning. If you're one of those Daytona freaks who wants to try KI2, don't expect to be pulling Ultra Combos out your butt!!, cause that's not the way it goes! KI2 has extremely difficult combos to pull off. The only way to master them, is to PRACTICE!!



READER'S REVIEW

RATINGS

- **BY:** Rare/Midway
- **CONSOLE:** Arcade
- **GAME TYPE:** Beat 'em up

GRAPHICS

- ◆ You've got eyes! Judge for yourself!

SOUND

- ◆ Much like the original. Geniusly sweet!

PLAYABILITY

- ◆ 1,000,000 combo's each! Smooth mechanics, fast and exciting!

LASTABILITY

- ◆ Rare have turned the difficulty down a tad but it's still a laster!

OVERALL

- ◆ PURE KILLER!



96

95

97

93

97



Competition

ocean a life on the waves



To coincide with our exclusive feature on Ocean software, good old Roadshow Interactive have let us have some great Ocean games to give away. We've 6 copies of Micro Machines 2 for SNES and 6 copies of Worms for Game Boy, but to stand a chance of getting 'em you'll have to read the article starting on page 18, then answer the questions below. Back in the March issue we gave Micro Machines 2 an ace score of 90% and in June Worms notched up a massive 92%, so they're seriously good prizes!

When you've worked out the answers, put them on a postcard or sealed down envelope with your name, age and address then get them in the post to us at the address below. You can enter both comps if you want but please do it on two different postcards. (We get easily confused here at NMS HQ!) But make sure you do it before Friday 23rd August 1996.



If you want to win a copy of Micro Machines 2 for the SNES then answer these three questions and send them to the address below.

1. What year was Ocean Software founded?
a. 1987, b. 1990, c. 1964
2. Which French company did Ocean merge with in April of this year?
a. Infogrames, b. Team 17, c. Le Software House
3. Who handles the distribution of all of Ocean's games here in Australia, including Micro Machines 2?
a. Ocean, b. The Prime Minister, c. Roadshow Interactive

**Micro Machines 2 Competition,
NMS Magazine, PO Box 14225,
Melbourne, MC Victoria, 8001.**



If you want to win a copy of Worms for the Game Boy then answer these three questions and send them to the address below.

1. Which of Ocean's latest releases was attacked for its poster campaign?
a. Micro Machines 2, b. Mortal Kombat 3, c. Doom
2. What was Ocean's last NES title to be released?
a. Jurassic Park, b. Tintin in Tibet, c. Waterworld
3. Who did the initial development on the Worms game?
a. Ocean, b. Team 17, c. Will Robinson

**Worms Competition,
NMS Magazine, PO Box 14225,
Melbourne, MC Victoria, 8001.**



Terms & Conditions are on page 4.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: API
- RELEASE: TBA
- GAME TYPE: Strategy

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Unit Creation

GAME INFO

● **GAME ORIGIN:**
Based on traditional war games

● **GAME DIFFICULTY:**
Surprisingly tricky

● **FIRST DAY SCORE:**
Level 4

● **ALTERNATIVES:**
Sim City for strategy

GAME CONTROL

● **RESPONSIVENESS:**
Good

A Battle Menu

B Cancel

X Super weapon

Y Troop transport

L/R Production factory/
Speeds up cursor

S Start: Starts game
Select: Unit info

GAME CREDITS

- DEVELOPED BY: API
- DISTRIBUTED BY: TBA
- MADE IN: USA

WAR

The year is 2410. Genetically mutated armies plunge mankind into a battle for survival. Only you can save the human race... Sound familiar?

Scenarios like this have graced the back of most of the beat 'em ups and shoot 'em ups released lately. War 2410, however is different. It's a strategy game, very close in style and content to the hex based war games that have been on PCs for years. The object is not to defeat the enemy troops but to out-think their General, in this case the computer. Not too hard you may think, it's only a SNES after all, but don't be surprised if you see your units go up in flames the first time you attempt level one!

BIG BATTALIONS

The secret of any war game is to achieve a local superiority over the enemy. It doesn't matter if they have twice as many units as you. If you have two of your units attacking one of theirs you'll probably be successful. To achieve an advantage you must think about everything including: the terrain, your objectives for the mission, which units are best suited where, and most importantly how the enemy will respond to your moves. Think of it as chess with better graphics and sound effects.



THESE MISSION BRIEFS GIVE YOU YOUR OBJECTIVES.



AND THIS SEASON'S COLOUR IN TANKS IS YELLOW.



NOWHERE TO RUN,
NOWHERE TO HIDE!



IF IT ALL GOES
HORRIBLY WRONG YOU
CAN ALWAYS HEAD FOR
THE AIRPORT AND HOP
ON A PLANE!



WAR 2410™

WHO DARES WINS

War 2410 has all the elements of a classic war game. You control multiple units of different types with varying strengths and weaknesses. The terrain affects combat and movement. Gameplay's turn based, each player moving and fighting before your turn ends. Units can be re-built and even created, and positions have to be captured to complete mission objectives. There are 20 levels and in each the objectives become more challenging with the amount of units you control increasing and factors such as air power coming into play.

Level one is a simple mission to destroy all the enemy and you'll only have a handful of units to control. To move a unit you move the cursor over it, hit the A button, choose Move, and then select its destination. The distance it can move will be limited both by terrain and the type of unit it is. (Infantry can't move as fast as tanks over open ground for example.) If a unit comes into range of an enemy you can opt to attack it. The amount of damage you do depends upon your unit's attack strength and the enemy's defence strength plus any advantage the terrain gives. Some units have a longer range so you can attack an enemy without risk. If a unit's damaged in combat its power bar will be decreased; if it takes too much damage it'll be destroyed. Unlike most war games War 2410 has animation sequences to show the battles. This can become pretty tedious as you can't actually affect the action on screen but thankfully there's an option to turn these off. Once you've done everything you want to, choose End, then it's over to the computer.



ALAN

COMMENT

This game is really dull. It takes hours to play one move, the graphics are dire and the animation sequences appalling. I loved it! There aren't many games that compare, and if you want to exercise your grey matter in a different way this is the one for you.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Good enough for the type of game.
- ▼ The animation sequences are a waste of precious pixels.

80

SOUND

- ▼ Just the odd explosion and some annoying music.

58

PLAYABILITY

- ▲ Good interface and easy controls. Clear instruction manual and smooth progression from easy to hard levels.

91

LASTABILITY

- ▲ Impossible to finish in a day.
- ▼ Might get a bit tedious if you haven't got the knack of it after a month or so.

95

OVERALL

- An excellent strategy game with some nice touches. If you want big action sequences though look elsewhere.

89

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: T•HQ
- RELEASE: Out Now
- GAME TYPE: Platform

GAME FEATURES

- PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: 5
- OPTIONS: Controls, players

GAME INFO

- GAME ORIGIN:
God only knows...
- GAME DIFFICULTY:
Medium-Hard
- FIRST DAY SCORE:
Reached underwater levels
- ALTERNATIVES:
Earthworm Jim 2, Yoshi's Island, etc

GAME CONTROL

- RESPONSIVENESS:
Excellent

A Low Jump

B High Jump

X Explode

Y Spikes

L/R Rotate screen

S Start: Pause/Options
Select: Map screen

GAME CREDITS

- DEVELOPED BY: Black Pearl
- DISTRIBUTED BY: T•HQ
- MADE IN: USA



It's always refreshing when software companies come up with totally original ideas, and Mohawk & Headphone Jack is about as original as you can get. So get ready for one of the weirdest looking platformers you'll ever see, and don't attempt to drive or operate heavy machinery after playing this game!

party on!

Mohawk has been in development over in the States for about 18 months and is certainly a unique looking platform game to say the least. It features Mohawk, a strange looking guy from the Party Planet who belongs to a race of Morfs. These are weird, boneless creatures whose sole purpose in life is to have a good time! Sounds good to me! The aim of the game is to guide the little yellow punk through various landscapes picking up CDs as you go. Apparently, Morfs need CDs to record their core biological data and not because they're lazy gits who just sit round listening to rockin' tracks all day! Sound familiar Enzo?

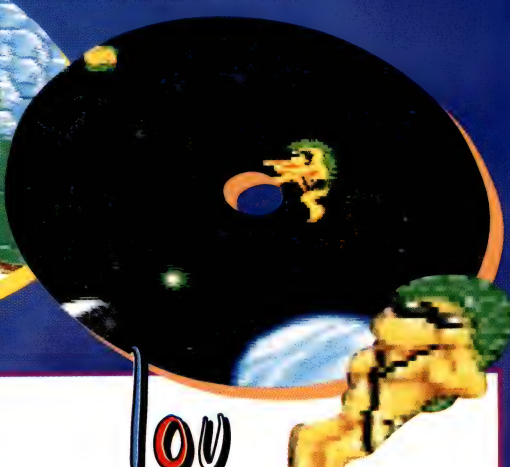
like a slot in the head!

The easy life of the Morfs has been disrupted by someone called Headslot who's stolen all the planet's CDs. Now it's up to our mate Mohawk to find them all and put a stop to Headslot's evil plans. To defeat him and his army of robot soldiers, Mohawk has some special attacks at his disposal. He can either avoid the robots by jumping in the air and letting the low gravity of the planet take him elsewhere, or he can use his roll. This is where Mo curls into a ball and uses his spiky hair to blow up the enemy. But if you're feeling self destructive, you can always activate one of Mo's bombs to blow yourself to bits, along with anything else that gets in your way.



round control!

The world of Mohawk is a strange and disorientating place and can take quite a while to get used to. One minute you seem to be on solid ground, but when you try and jump to another platform your whole world can turn upside down, literally. There's some strange gravity surrounding Party Planet and when you jump in the air you run the risk of the whole damn level spinning round! After a few goes you can actually use this to your advantage to access bonus CDs and other items that would normally be out of reach.



dayglo hero!

There are 16 levels of action for our yellow and green superhero to explore as well as a whole heap of secret areas and bonus rooms to find. Every two levels you'll have to face one of the games bosses which isn't always an easy task in our experience, but after you've despatched them all you'll meet old Headslot himself in a battle for planetary supremacy!

comment lou

After un-crossing my eyes and taking a few deep breaths to write this comment, I have to say that Mohawk & Headphone Jack is an excellent platformer with stacks of gameplaying variety. Once you've got used to the fast scrolling and rotating landscapes, the game takes on a whole new shape! It's pretty hard at first and sometimes you're tempted just to turn the bloody thing off and go and lie down for a bit, but stick at it and there's a superb game lurking within that'll test your skills (and stomach) to the limit!

VIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ What it lacks in gloss and overall detail, it certainly makes up for in terms of response and animation.

87

SOUND

▲ Nice, satisfying explosion noises accompanied by a really detailed and clear rockin' soundtrack.

90

PLAYABILITY

▲ It seems really strange at the start, but once you've got used to the scrolling and rotating screens the game will reveal loads of bonuses and secret rooms.

92

LASTABILITY

▲ 14 huge levels should keep you well occupied for quite a while.

90

OVERALL

Bloody smart! Mohawk combines all the elements of classic platform gameplay with some brand new features, and just goes to show that there's still room for originality in this age old game genre.

94

SUPER MARIO WORLD 2[®]

YOSHI'S ISLAND[™]

After taking time out to take part in the Dinosaur Riding event in last month's Olympics Yoshi and Mario are back in part three of the NMS guide to Yoshi's Island! If by now you haven't got perfect scores in the first two worlds, well, quite frankly you should be ashamed of yourselves. But if you are having trouble in World 3, then read on for words of wisdom from our own correspondent in Mario Land – the pastel shaded, fuzzy edged Lou Lawler.

3.1 WELCOME TO MONKEY WORLD!



The start of World 3 is fairly straight forward, with all the important items within easy reach. There are quite a few monkeys around though, and be especially careful of the ones with watermelons!

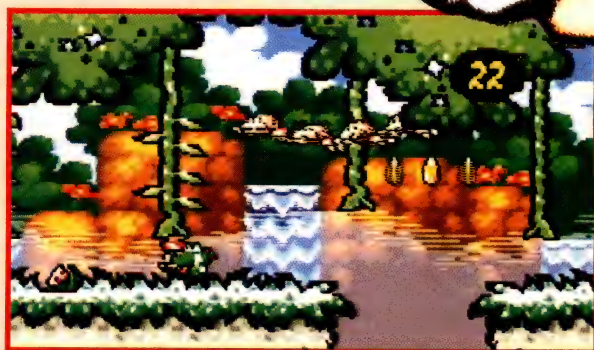


Most of the red coins can be found amongst the normal coins, but be sure to pound every pole down to find the last few. After the water, you'll come to a selection of wooden platforms hanging from the vines. Hammer the B button and be on your guard for some wild wildlife!



GET RID OF ALL THE MONKEYS AND SHOOT THE FLOATING CLOUD ON THE RIGHT TO GET A FLOWER.

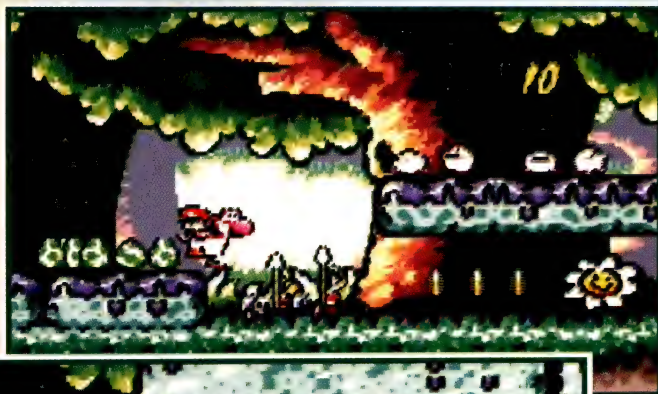
The last section of the level sees the monkeys trying a different tactic – they all link together and swing from the trees in an attempt to steal baby Mario. Time your run perfectly to miss them and cross both the see-saws to the pink platform. Stay on this until you reach the last flower.



3.2 JUNGLE RHYTHM

When you start this level be wary of the tribal shy-guys because when they're facing you they can't be eaten or knocked out with eggs. Instead, wait until their backs are toward you and then eat them.

At the start, you'll see a small flying cloud which will reveal a key. Once you've passed the dancing warriors you'll see a little red block just past their platform. Jump on it to reveal a hidden cloud which hides a switch. This will take you to Poochy the dog who'll help you collect loads of coins and an extra life.



UNDERNEATH THE
SPREADING CHESTNUT TREE,
I'LL KILL YOU IF YOU
DON'T KILL ME!



Once you've made it to the surface jump through the halfway hoop and then on to the green platform. To get out you must go to the top right hand corner, but if you take the left side first you can bag some of those valuable red coins.



In the last section go past the egg plant to get the coins and then get on to the whirling platform. As soon as you get on it jump to the left into the trees. There's a hidden pipe at this point which'll take you to the bonus room.



GIVE it up Yoshi,
You can't win without
a navel! Ooopp—
forget it...

MIND YOUR LANGUAGE!
NO-ONE SAYS 'NAVEL'
IN THESE PAGES AND
GETS AWAY WITH IT!

PLAYERS' GUIDE

3.3 NEP-ENUT'S DOMAIN

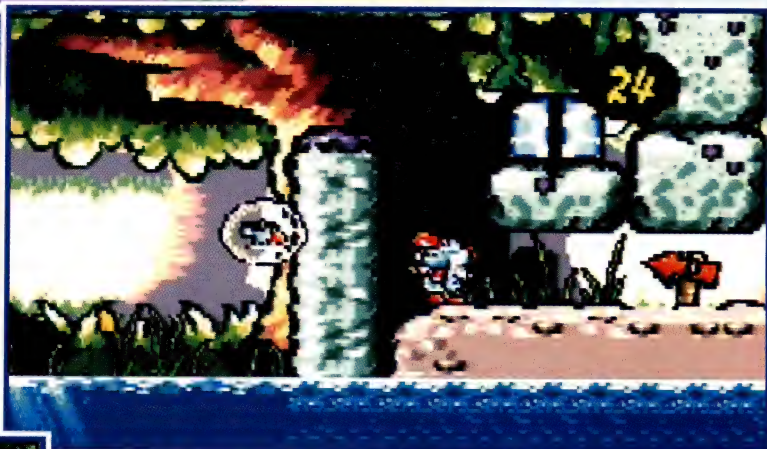
Right at the start you'll find two red coins in the third pool of water. In this level we found that it's easier to collect coins by shooting rather than going swimming for them. This way you can get all the coins as well as keeping the blue fella at bay.



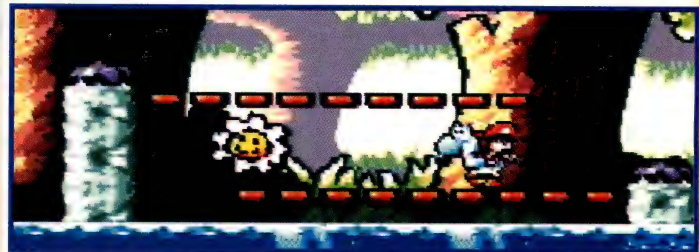
Don't bother shooting the winged cloud on the right side of the bridge. Jump up and try to land just the other side of the helicopter morphing point. After collecting the goodies from the bonus room, morph into the helicopter and work your way backwards, collecting all the coins from under the ground.



Barring any disasters, you should get to another blue door where you'll morph into the submarine.



The final bit gets pretty hectic with monkeys, frogs and flying fish everywhere. Soon you'll come to four bridges on top of each other, so just knock the post into the ground to get at the coins. Make sure you take every opportunity to stock up on eggs as this is one level where you'll certainly need 'em!



WHAT'S A NICE FLOWER LIKE YOU DOIN' IN A PLACE LIKE THIS?

3.4 PRINCE FROGGY'S FORT

This one's fairly easy for a mid-game boss. First stock up on eggs from the egg plant at the start. Next work your way along the first bridge until you see the thorns with the monkey at the top. Shoot at the thorn to reveal a hidden door which takes you to a submarine stage.



DON'T BE SHELLFISH!

Once you've collected both coins here carry on right through the door. Once you're out in the open there are two red coins to collect before you get to the second door. Go in and you'll see two crabs. They can be killed by three direct hits each, but your aim had better be perfect to get the flower.

Back outside, carry on collecting all the available goodies by using the bucket. Shoot it so it lands in the water and just get in, jumping up to collect the coins.



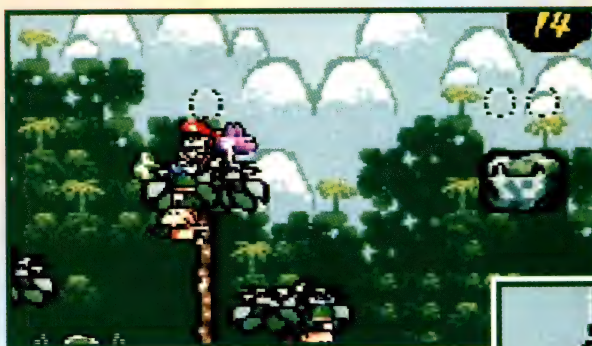
Now go through the next door you come to and shoot the flying clouds to make bridges appear over the spikes. But watch out for the yellow blobs that drop from the ceiling. To get the flower, all you have to do is stand as close to the edge as possible and shoot it with an egg.

When you get to the boss room you'll soon find yourself in the festering guts of a frog! At the start, stand in the middle and wait for a Shy Guy to fall, then eat him and shoot the egg at the top of the stomach. After about four hits, droplets of stomach acid will start falling as well so be on your guard! Six direct hits with the eggs should give the frog permanent indigestion!



3.5 JAMMIN' THROUGH THE TREES

At the start of this level there are two flowers and four red coins to collect. Keep a good supply of eggs on the go by chomping on as many monkeys as possible. Once you've crossed the spikes using the revolving platforms you'll see a flower which looks well out of reach. To get it just eat a watermelon and knock the post down until you're in line with the flower, then shoot it.



WHO ARE THOSE BUMS IN THE BACKGROUND?



Shortly afterwards you'll see another flower that seems out of reach. This time use an egg and shoot at the right hand column so the egg rebounds and hits the flower. The next section requires precision as Yoshi has to get across some small platforms to get the rest of the coins. Once you reach the arrow pointing left, go back and jump on the tree-top then leap across the higher level blocks. When you find the longest platform, drop down right and shoot an egg at the opposite wall to get the flower.

The final part of the level doesn't feature any bonuses, but if you jump on the first two trees and then go down the gap on the right, you should find a spring which will give you access to the other pathway. Now shoot the flying cloud to make the switch appear. This'll let you get on a moving platform for plenty of 1-Up's.



3.6 THE CAVE OF HARRY HEDGEHOG



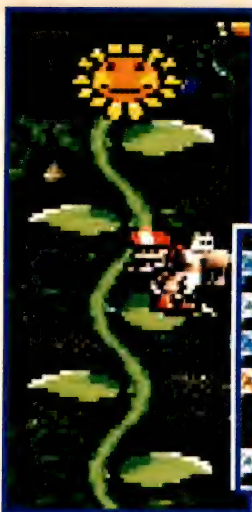
At the start jump on the lowest tree-top and work your way up the rest until you come to the cave entrance which is marked by four coins.



As soon as you get in the cave you'll find a waiting flower. When you drop down, go right until you find the key to a secret door and then use the spring to blast your way up the level.



As you land on the next platform you'll see a flying cloud. Shoot it to make the stairway appear and collect the coins and the flower.



Drop to the next platform level and go right until you come to a rock. Push it right to the bottom, taking care not to get it stuck on one of the smaller ledges, and use it to jump up to the yellow platforms.



Once you get to the top of these platforms shoot the flying cloud to find a sunflower plant which you can use to climb upwards. Before you morph into the tank don't forget to collect all the coins either side of the morphing point. Now just change into the tank and follow the path to get a flower and a stack of coins.



In the last section, walk along the bottom of the cave until you reach the final green pipe. Now hit the red switch inside the bonus area so you can turn right and collect all the remaining coins. Shortly you'll come to a second switch that, when activated, allows you to get the last few coins and the final flower.



3.7 MONKEYS' FAVOURITE LAKE

Go straight across the first stretch of water and collect the flower.

You'll soon come to some stone platforms where you'll find a flying cloud. Shoot it to reveal a switch that activates a bonus area to the left where you'll change to a submarine and collect loads of red coins.

PARDON ME!



In the next section stand in the middle of the two hanging vines where you'll see a partially hidden cloud. When you shoot it you'll reveal a sunflower which leads you to a hidden area where you can pick up a flower and some coins.



TREE COINS MORE TO COLLECT.



When you come to the last water section, use the tree-tops to make your way along until you come to some rocks. Now jump into the water and after a few tries you'll be able to swim under the rocks to get to the bonus area where there's a flower and a host of other goodies waiting for you!

3.8 NAVAL PIRANHA'S CASTLE

Once you get down into the tunnel stay on the highest level and carry on to the right to collect the first of the flowers. Then go back bottom left to find the coins.



KEEP SMILING, I'M COMIN' TO GET YA.

In the next part you'll have to fire the eggs off the walls to get the two flowers and coins. Don't worry about the water - as long as your aim's good the egg should skim along the surface and hit the target. The third section starts with you being bombarded by a piranha plant. Kill it with three direct hits and then go to the top and right to collect the final flower.

Killing the plant boss isn't too difficult. Hold your fire until it comes right out of the water. You'll see a plaster just below the head, so shoot it by rebounding eggs off the wall. Three or four direct hits will turn the plant from hell into dust!



THEY THINK IT'S ALL OVER...

Well, there you have it, the comprehensive guide to the first three worlds. By now you should have enough skills to complete the rest of the game, but just in case you do have any trouble look out for our top tips to get you the rest of the way.



PART THREE

PLAYERS' GUIDE

Can't kill? Chew on this...

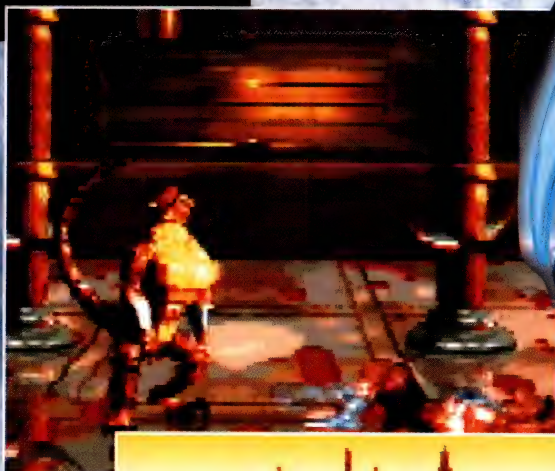
Just lately we've had sackfuls of letters asking for a Killer Instinct player's guide. Even though the awesome looking KI2 is already gracing our arcades it hasn't stopped you lot writing in with loads of questions about the beat 'em up that set the standard for the rest. Amongst those we've received letters from are: Adam King, Michael Moritz, Hung Ngo, Bernard Graham, Daniel Mudge. The thing they call Skull has been reading all your letters with his usual mix of contempt and disgust, and has passed on these answers to your most asked questions.



KILLER

BUILD 'EM UP...

Most of the letters you sent are asking about the construction of combos by using openers, linkers and air juggles. For a start, if you look in the manual there's a flowchart showing all the sequences of the openers, linkers, auto doubles and end specials. We found that all the most impressive combos are not always created by lightning fast button-bashing, it's more a case of trying to exploit the computer's mistakes. For instance, if you make a slight delay in performing a linker the computer will confuse it with an opener and you'll end up with more hits. Most of the really big combos use this trick in order to work.



...THEN KNOCK 'EM DOWN!

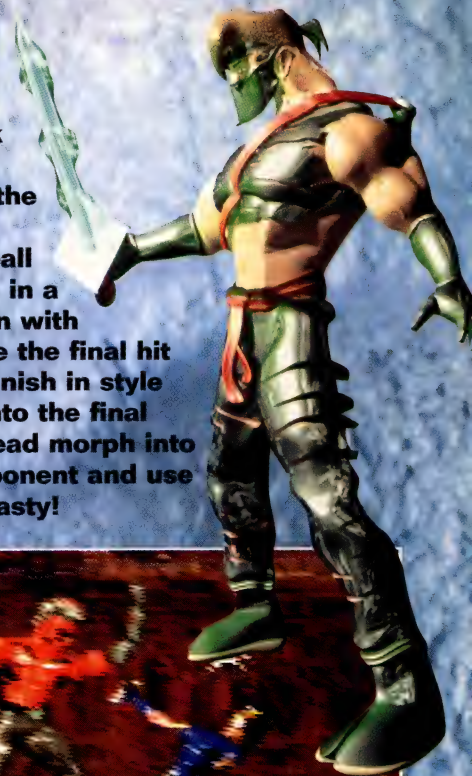
When you're fighting, try to work in a second opener somewhere in a combo because even though this is pretty awkward to do, it will raise the number of hits and make the combo much more difficult to break. You'll find Orchid, Combo and Riptor are the best for this, especially Orchid as you can get up to 31 hits by slipping in some extra fireballs and a few fast punches. This should also alter the high score tables and put you up there with the best of the rest!





HIDDEN EXTRAS

To really test your skill, try to sneak in extra moves in the combo. For example, choose Jago and bang in the bog standard 12 hit combo. But halfway through, throw a slow fireball that catches up with them, then fire in a wind kick and an extra punch tied in with the final uppercut and it should take the final hit count up to a huge 18! Or try and finish in style with Spinal by working a teleport into the final few hits. This should see ol' Bonehead morph into a black and white replica of his opponent and use one of their own moves on them! Nasty!



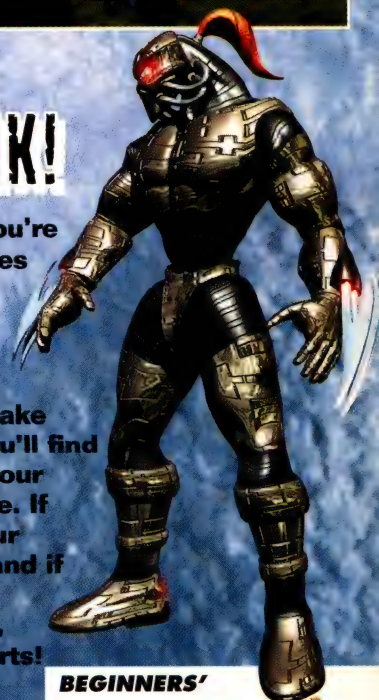
TAKE TO THE SKIES!

Working special moves into a normal combo boosts the hit count and turns you into some sort of god in front of your friends. It's best to try this just after the initial hits have started as you'll get extra hits and there's a better chance of stunning your opponent, leaving them wide open for more punishment! There's the possibility of performing air combos too. If you manage to hit your opponent while they're in mid-air you can try to nail them with extra hits when you're airborne. These attacks follow the same principals as the combo breakers: a quick attack followed up by a fierce one, a medium followed by a quick or a fierce followed by a medium.



BACK FROM THE BRINK!

Here's another handy hint! Sometimes when you're at death's door and the screen turns red, it takes a short while for your opponent to steady themselves for that final finishing move. At this point, waggle the D-Pad and press all the buttons really quickly and you can get a scrap of energy back. Remember though that if you take one more hit the bar will stay on empty and you'll find you can't block even the weakest of hits, but your own moves will inflict twice the normal damage. If you can sneak in just one awesome combo your opponent will find that the roles are reversed and if you can bang in a fatality or, even better, a humiliation at the end feel free to jump around, shout a lot and mock your mates' pathetic efforts!



Hope that answers all your questions and helps get you into the high scores. If you still can't make it count then give up and drool over this month's poster of Orchid washing her wheels!

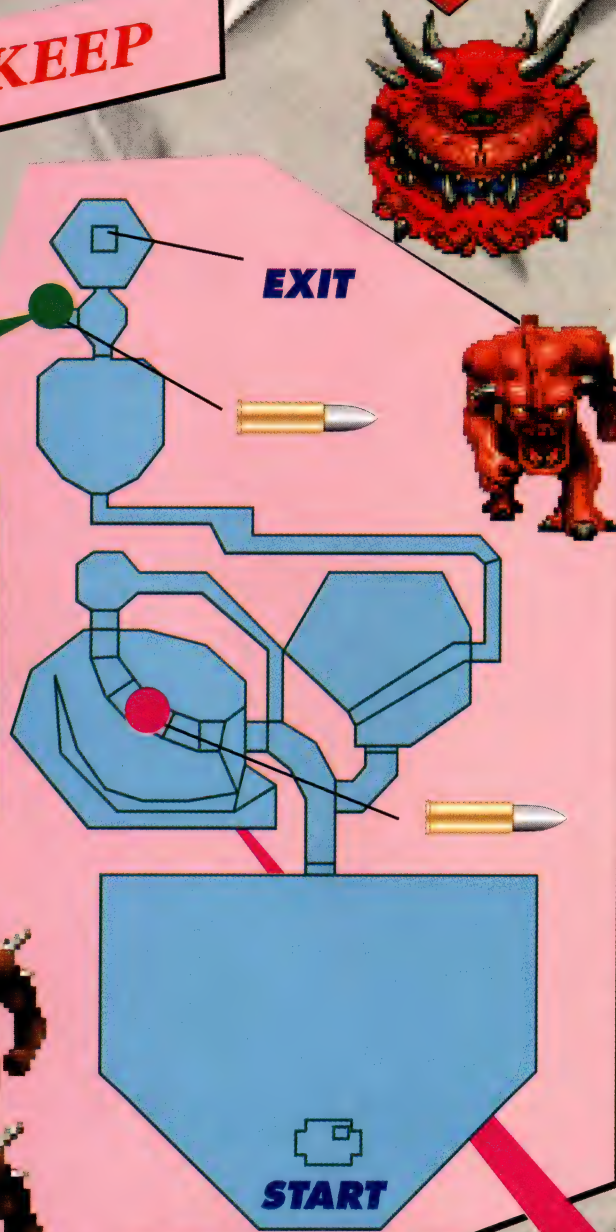
BEGINNERS'
Tips & Tactics
GUIDE

DOOM

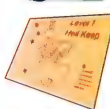
Bloody hell! Are you still alive? It's been ages since you first made that fateful journey to the moon of Phobos and embarked on the most gruelling mission of your life. And it's still not over yet, no siree! The Cyber-Demon Lord has been destroyed but you've just discovered that Deimos Moon floats above Hell itself, and now you've got a taste for Demon blood. So it's time to venture into the hell holes of Uranus for the third and final part of our Doom Guide!

1. HELL KEEP

After you kill the Imps, there's a secret chamber on the left hand side of their room, revealing a rocket launcher, shells and a couple of first aid kits.



MAP ITEMS

-  Blue Key
-  Red Key
-  Yellow Key
-  Weapons
-  Soul Sphere
-  Armour/invisibility
-  Berserker Pack
-  Backpack
-  Computer map



As with all the other scenarios, when you start this one the only weapon you have is a pistol, so once you've taken care of the Imps and Cacodemon, take the left corridor to the bridge over the lava pool and find the shotgun. Watch out though – the bridge'll collapse from under you so you'll have to make a run for it!



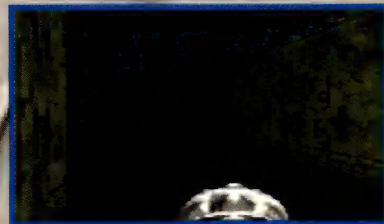
Tips & Tactics

2. SLOUGH OF DESPAIR

Keep looking at your map and try to find an arrow which points to a hidden switch to get hold of the plasma gun.

EXIT

This level's not quite as tough as it appears, as long as you remember which parts to investigate first. Go to the right at the start taking out whoever gets in your way. In the far corner there's a chain-gun which you release by stepping over a red switch.



Watch out though – there's a bunch of marine sergeants waiting just around the corner! When you've shot the last one, a switch is released underground that allows you to get the shells. You'll also run into some demons but as long as your shooting's good you can come away with a box of rockets and a cell pack.



The next mission is to get the red key. It's in the left hand side of the level, but make sure you stock up on health and ammo before you reach it as it releases a load of cacodemons, skulls and demons. We've found it easier to make sure you're far enough away to use the rocket launcher for maximum firepower.

START

3. PANDEMONIUM

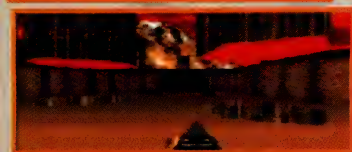
EXIT



After the start go right and press the wall to reveal a cell pack, shotgun and shells. Now cross the bridge and collect the berserk pack and the mega armour.

In the courtyard are two crushing pillars which each hide a reward. Walk straight through the middle at first taking care not to activate them just yet. Press the left and middle switches first as these bring the bonuses into view.

Watch the double doors due south from the pillars. The one on the right leads to some welcome bonuses. It's also important to find the room with all the barrels as the far corner hides rockets galore and a cell pack.



To get the blue key go into the central room and look for some stairs in the corner. Go right to the top and follow the red path until you come across a metal maze which hides the key.

To get the ultimate weapon you must go spoiling for a fight. After a huge and draining battle you should find a small lava pit with a switch – this raises the awesome BFG 9000!

This last part is confusing, but after working out which switch opens which door you should get the invulnerability bonus by hitting the left switch at the doors.

START

4. HOUSE OF PAIN

Go straight at the start and when you reach the room with the columns turn left and hit the secret door. You should come away with a supercharge and plasma gun.

The teleport will lead you to three switches. Pick the one that's due north east to get a machine gun and blue key.

Go into the central part of the level and forcibly remove the yellow key from its demonic holders. Keep your eyes peeled for a burning window because just further down there's another supercharge with a chainsaw.

Once you've found the exit room turn right to get the BFG, but remember you'll have to fight for it.



5. MOUNT EREBUS

After all that time in the mazes this open plan level comes as a relief of sorts. At the start go straight to the platform and collect all you can. Now make your way up the stairs for a chaingun, rockets, shotgun and invulnerability bonus.

You can get to the secret level from here. After you've picked up your cell pack and teleported out you'll find yourself on a thin ledge. If you work your way round to the right there's a blue enclosure with a switch. To get in move back as far as you dare, press B to start your run up and jump in.

The square, wooden building hides a rad suit and a backpack but be careful when you get them as it also harbours a cacodemon and various other mutants!

To teleport to the next level just go south from where you started and you'll soon run into the blue door which lets you out.

THE WARRENS



LEVEL 6 - LIMBO

Toughest level in the game – period. Start by going left as you reach the main room and hug the left wall in the maze to find the blue key.

The yellow key is found on a bridge in the top left area of the level. Once you've got this, the exit's not far away!

EXIT

To get the red key take the left blue door and be aware of the two cacodemons who'll appear behind you. Now go down the steps and take care of the monster in the red suit point. Grab a suit on the left and follow the passage until you reach another suit point. Take the straight-on exit and follow it round to the right where you'll run into sergeant slaughter guarding the key. The switch at this point activates all the red doors and teleports.

START

The Warrens secret level starts off like Level 1 but soon grows to offer a selection of weapons and armour. Grab the invincibility armour because there's the cyber-demon to beat yet!

Slaughter the hordes and you'll find a lever here that reveals a wealth of useful items.

To make any further progress you'll need the red key.

EXIT
START

7. DIS

Well, this is it. You finally get to meet the main man – the spider-demon. He's big, ugly and a bit disappointing really. However, you'll still need a couple of direct hits with the BFG to get rid of him. The best way to win is to ignore the cacodemons and the baron – just dodge all their attacks whilst blasting away at the eight-legged terror. There's a load of energy cells in the main room plus some blue mega armour.

EXIT

START

Tips & Tactics

ENZO'S ESSENTIAL
GUIDE TO THE WORLD
OF JAPANIMATION!



anime action

AUGUST ACTION!

The two main anime releases this month are *Kabuto* and *Dangaioh*, both from Siren Entertainment. *Kabuto* (M) is an action packed martial arts thriller that'll cost you \$20 and runs for 45 minutes while *Dangaioh* (M) is an inter-stellar sci-fi adventure with plenty of mecha, androids and cyber-trickery that runs for 90 minutes and costs \$29.95.

The Raven Spirit *Kabuto* is a legendary martial artist who roams the land searching for evil and putting it in its place. On returning to his childhood village he finds it's been overthrown by an evil queen known to her mechanical minions as Tamamushi. *Kabuto* embarks on a mission to rid the village of terror as the story races to its mystical and explosive conclusion. All in all, *Kabuto* is an imaginative and stylish piece of anime with plenty of good artwork and mecha designs. It gets a thumbs up from the likes of me!

Dangaioh, on the other hand, is a typical giant-robot adventure story which follows four young people who between them have some pretty impressive ESP capabilities. They've been kidnapped by a nasty piece of work by the name of Professor Tarson who's told them that they're the controllers of a new robotic superweapon: *Dangaioh*. Their memories have been erased but slowly they each begin to remember their real lives and the story follows their struggle to discover their pasts while a space-based criminal mob tries to catch up with them. Some unusual characters and a good story make this worth a peek.



DANGAIOH.
WHAT BIG EYES
YOU HAVE!

Other releases planned this month include the following offerings from Kiseki Films. Volume 3 of *Oh! My Goddess!* (M) is dubbed and will cost \$29.95. Episodes 15 and 16 of *Robotech* (C) are on one dubbed tape costing \$24.95.



DANGAIOH

TV NEWS...

SBS have recently started to show anime in their cult slot on Saturday nights at 9.30pm. Usually host to wonderful and weird cult films like "Vampires in Havana" which was shown earlier in the year, they've announced a programme of anime including *Battle Angel Alita* (a cyberpunk style SF thriller), *Wings of Honneamise* (the classic space tale) and *Patlabor 2* (futuristic robot romp from *Ghost in the Shell*'s director Mamoru Oshii). If you've any suggestion for other anime that SBS can show then drop them a line at the following address: SBS Programming, Locked Bag 028, Crows Nest, NSW 2065.

It's not just SBS who are beginning to realise that people want manga though! ABC's 'youth' programme *Recovery* had a spot on Siren recently while Channel Ten's *Cheev TV* also featured a report on all things anime. Pay TV's *Optus Vision* have also shown interest in featuring more manga so things are looking up for the Aussie Otaku!

CLUB SCENE

Here's all the latest news and contact information for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page). If you do send me any club information please make sure you include details of where you're based or where you meet as we like to try and include club info by State.

ACT

Canberra Anime Society

The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre.

Their next screenings are July 27th and August 17th and it'll cost you \$4 to get into each one. They've no firm screening plans for these dates as we go to press but among the stuff currently in the pipeline are: Patlabor, Legend of Galactic Heroes, Fushigi Yuugi, Marmalade Boy, Laputa, Kiki's Delivery Service.

If you want any further information you can contact the Society by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their World Wide Web page which you'll find at <http://www.tpgi.com.au/client/rin/cas.html>.

WESTERN AUSTRALIA

Japanese Animation Fans of Western Australia

JAFWA started about five years ago when a group of friends used to get together and watch videos. Since then things have snowballed and they now regularly have about 120 people at each screening!

They try to cater for everybody and show a real range of stuff (most of which is subbed not dubbed) and meet every Saturday between 5pm and 10.15pm (except for the first Saturday in the month) at the Simmons Lecture Theatre, University of Western Australia. Admission is \$3 on the door but at the time of going to press we were unable to confirm JAFWA's planned screenings for August.

You can get more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 or Michael Beckmann at PO Box 801, Fremantle WA 6160. JAFWA also have a Web page and you can find it at <http://www.iinet.net.au/~gmb/jafwa.html>. There's also an FTP Archive where you can download stuff (<ftp://iinet.net.au/pub/art/anime>).

QUEENSLAND

Anime Australia

Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is \$5 and each meeting costs \$2. Their postal address is PO Box 464, Toowong, Qld, 4066 or you can email them at adathono@cc.uq.oz.au.

SOUTH AUSTRALIA

Adelaide Anime Club

Again, not much on this group except a contact name (Brad Cameron) and an email address (bscameron@teaching.cs.adelaide.edu.au).

TASMANIA

The Tasmanian Anime Society (TAS)

The contact here is Dean "Dino!" Prenc at 33 St George's Terrace, Battery Point, Hobart TAS 7004. You can ring him on (002) 248412 or email him at deprenc@postoffice.utas.edu.au.

VICTORIA

Melbourne Anime Society

The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. They don't schedule specific things to view as they like to show whatever they can get hold of but titles in the offing over the coming months or so include Irresponsible Captain Tailor, Nadia of the Mysterious Seas, Evangelion, Gundam 8th MS Platoon and Fushigi Yuugi.

Annual membership is currently \$36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at Robert.Thompson@dbce.csiro.au.

NORTHERN TERRITORIES

Northern Territory Japanese Anime Society (NTJAS)

NTJAS was founded in mid 1994 and they hold screenings each Sunday at the NT University Casuarina Campus. They start at 6pm and usually last three hours. The entry fee is \$4 but if you join the society (annual fee \$5) it'll only cost you \$2 for each screening. For more info contact any of the following by email.

Royce Foo (President): foor@acacia.ntu.edu.au

Mark Moore (Treasurer): markm@it.ntu.edu.au

Michael Kosmidis (Secretary): mkosmid@acacia.ntu.edu.au

Joe Parry (Vice-President): djp@it.ntu.edu.au

Alternatively you can check out their Web page at <http://morinda.ntu.edu.au/itss/societies/NTJAS/ntjas2.htm>.

PATLABOR 2



JUST A FEW OF THE PLANNED
TITLES DUE FOR SCREENING
ON SBS THIS YEAR.

WINGS OF HONNEAMISE



BATTLE ANGEL ALITA



NEXT
MONTH

WIN
GHOST
IN THE
SHELL
GOODIES



SWAP & SELL

DETAILS

DANIEL MLINARIC
PO Box 112, Maffra, Vic 3860
Tel: 051 411664

WANTS

Donkey Kong Country 2 (SNES)

WILL SWAP/SELL

Yoshi's Island (SNES)

MATTHEW HEARNE
7 Russell Ave, North Nowra, NSW 2541
Tel: 044 234 313

Killer Instinct (Game Boy)

Street Fighter II (Game Boy) \$50

CHRISTOPHER MCCRAN
4/17 Burleigh Drv, Grovdale Geelong, Vic 3216. Tel: 052 435656

Donkey Kong Land (Game Boy)

RUSSELL CURNOW
13 Woolga St, Port Lincoln, SA 5606
Tel: 086 82 2695

Mortal Kombat 3 (SNES)
Donkey Kong Country 2 (SNES)
Wario's Woods (NES)

Killer Instinct (SNES) + Stunt Race FX (SNES)
Mansell's World Championship (SNES)
Pinball Quest (NES)

ALEX PACHECO
106 Alma Rd, Maroubra, 2035, Sydney NSW. Tel: 349 2640

Donkey Kong Land (Game Boy)
MegaMan IV (Game Boy)
Kirby's Dream Land (Game Boy)

Wario Land (Game Boy)
Super Mario Land 2 (Game Boy)

ANTHONY WATTS
12 Pellew St, Parafield Gdns, 5107 SA
Tel: 250 9459

The Legend of Zelda (NES)
Bubsy II (Game Boy)
MegaMan IV (Game Boy)

Donkey Kong Land (Game Boy)
Pac-In-Time (Game Boy)
Kirby's Dream Land (Game Boy)

ADAM PACKER
11 Carlson Ave, Wyoming, NSW 2250
Tel: 043 245203

The Lion King (Game Boy)

Donkey Kong Land (Game Boy)
Swap

TRENT BROOKES
5 Lutz Court, Bundaberg, Qld 4670
Tel: 071 523703

Castlevania IV (SNES)
The Legend of Zelda III (SNES)
Probotector II (NES)

Super Metroid (SNES)
Alien 3 (NES)
Solstice (NES)

QUINN & ZAC ALLEN
1 Kingfisher Ct, Kulwin, Qld, Sunshine Coast. Tel: 768 434

Donkey Kong Land (Game Boy)
Super Mario World (SNES)

Super Mario Land (Game Boy) Swap
Street Fighter II (SNES) Swap

JOHN DOUGLAS
14 Red Wattle Place, Wynn Vale, SA 5127. Tel: 289 0504

The Legend of Zelda (SNES)
Unirally (SNES)

F-Zero (SNES)
Radical Rex (SNES)

BRYN ALLAN
Lot 1, Kimberley Rd, Clacine 6564
Tel: 5741215

Micro Machines 2 (Game Boy)

Killer Instinct (Game Boy) Swap

CHRIS MURRELL
10 Angus Crt, Pakenham 3810
Tel: 059 414 361

Mortal Kombat 2 (SNES)
Secret of Evermore (SNES)
Top Gear 2 (SNES)

Mortal Kombat 3 (SNES)
PilotWings (SNES)
Sim City (SNES)

BJ STUART
14 Pamela Ave, Dora Creek, NSW
Tel: 049 734327

Donkey Kong Country 2 (SNES)
Mortal Kombat 1, 2 or 3 (SNES)
Earthworm Jim 2 (SNES)

Super Mario All Stars (SNES)
Super Mario Kart (SNES)

ADAM KING
19 Hamel Rd, Matraville, Sydney NSW 2036. Tel: 311 2552

Micro Machines '96' (SNES)
WeaponLord (SNES)
Mortal Kombat II (SNES)

Kid Klown in Crazy Chase (SNES)
Mario is Missing (SNES)
Super Mario World (SNES)

ANDREW THORBURN
PO Box 1, Jerilderie, NSW 2716
Tel: 058 861360

Dead Heat Scramble (Game Boy)

Zelda Link's Awakening (Game Boy)

JOSH CHILTON
2 Lakin Cres, Tumby Bay, SA
Tel: 086 882572

Final Fight 2 (SNES)
NBA Live '95 (SNES)
Super Metroid 3 (SNES)

Mortal Kombat (SNES) Swap
Mortal Kombat 3 (SNES) Swap
Super Mario All Stars (SNES) Swap

ROB HOGAN
7 Valencia St, Dural, NSW 2158
Tel: 02 651 2235

Earthworm Jim 2 (SNES)
Killer Instinct (SNES)
Yoshi's Island (SNES)

Earthworm Jim (SNES)
Super Mario Kart (SNES)
Rock n Roll Racing (SNES)

MILES JACOB
76 Gordon St, Northam WA 6401
Tel: 096 225357

Sim City (SNES)
Rock 'n' Roll Racing (SNES)
Super Mario Kart (SNES)

Aero the Acrobat (SNES)

JASON
22 Falkirk St, Stafford, Brisbane, Qld
Tel: 07 3359 3963

Mortal Kombat (SNES)
Lemmings (SNES)
Madden '94/'95/'96 (SNES)

Clayfighter (SNES)
Captain Commando (SNES)
Mortal Kombat 2 (SNES)
Bubsy the Bobcat (SNES)

BEN CONDIE
PO Box 1456, Mackay, Qld 4740
Tel: 079 55 36 72

Space Invaders (Game Boy)
Mortal Kombat 3 (Game Boy)
Kirby's Dream Land (Game Boy)

Zelda Link's Awakening (Game Boy)
Kirby's Dreamland (Game Boy)
Golf (Game Boy)

DETAILS

TREVOR CAREY
1 Coulson St, Eaglehawk, Vic
Tel: 054 461103

WANTS

Doom (SNES)

WILL SWAP/SELL

Killer Instinct (SNES)

SAMUEL HAZLITT
8 Dobson Place, Hillarys, 6025 WA
Perth. Tel: 401 2027

Mortal Kombat 3 (SNES)
Killer Instinct (SNES)
Primal Rage (SNES)

Pugsley's Scavenger Hunt (SNES)
Clayfighter (SNES)
Aladdin (SNES) needs converter

PAUL SANDERS
5 Tuffley Crt, Kallangur, Qld 4503
Tel: 07 3886 1480

Sim City (SNES)
Stunt Race FX (SNES)
NBA Live '96 (SNES)
Super International Cricket (SNES)

Bubsy the Bobcat (SNES) Swap
Mechwarrior 3050 (SNES) Swap

RODEN MCMILES
75 Victoria St, Queenstown 5014 SA
Tel: 08 474699

ChronoTrigger (SNES)
Donkey Kong Country 2 (SNES)
Donkey Kong Land (Game Boy)

Ghoul Patrol (SNES)
Super Ghouls 'n' Ghosts (SNES)
Nemesis (Game Boy)

ANDREW BRAMELD
12 Castle Rd, Woodlands, WA 6018
Tel: 09 4451696

Earthworm Jim (SNES)
Bubsy the Bobcat (SNES)
Donkey Kong Country (SNES)

RICHARD CHAPMAN
25 Romney St, Harvey Bay, Qld
Tel: 071 244503

Super Star Wars (SNES)
Super Empire Strikes Back (SNES)
Super Return of the Jedi (SNES)

Aero the Acrobat (SNES)
Super Mario World (SNES)
Michael Jordan - Windy City (SNES)

NEIL RICKARD
27 Free Stone Rd, Qld, Warwick 4370

Mortal Kombat 2 (SNES)
Doom (SNES)
Theme Park (SNES)

Super Mario All Stars (SNES)
Super Adventure Island (SNES)
TMNT Tournament Fighters (SNES)

SHIMON HIRANE
NZ Unit 3, 152 Manakau Rd, Epsom, Auckland. Tel: 522 1578

Killer Instinct (Game Boy)
Donkey Kong Land (Game Boy)
Street Fighter II (Game Boy)

Kirby's Dream Land (Game Boy)
Metroid II Return of Samus (Game Boy)

KEN FENN
Fenn's Nursery, Ravenswood Rd, RSD L500
Lockwood Vic 3539. Tel: 054 353220

MegaMan IV (Game Boy)
Super Mario Land 2 (Game Boy)

Lethal Weapon (SNES)
Swap 2 for 1

DAVID COLMAN
Unit 5/4 Prince St, Coffs Harbour, NSW 2450. Tel: 066 512009

WWF Raw (SNES)
WWF Royal Rumble (SNES)
Jurassic Park (SNES)

Lost Vikings (SNES)
Super Mario World (SNES)
Donkey Kong Country 2 (SNES)

EDWARD ALLEN
13 Linton Ave, Millswood, Adelaide
Tel: 3734413

Mortal Kombat 3 (SNES)

Super Mario All Stars (SNES) Swap

SIMON SKUTENKO
13 Collier St, Toowoomba, Qld 4350
Tel: 076 362 509

Dirt Trax FX (SNES)
Secret of Evermore (SNES)

Street Racer (SNES) US Swap
Donkey Kong Country (SNES) Swap

HEATH DOWLING
RMB 423B Taradale Rd, Tumbarumba NSW, 2653. Tel: 069 482818

Mortal Kombat 3 (SNES)
Killer Instinct (SNES)
The Legend of Zelda III (SNES)

Zombies (SNES)
Super Street Fighter II (SNES)

BRIAN TRAN
38 Nicholson Pde West, Sunshine 3020
Victoria.

Action Replay Converter (NES)
King of the Masters (SNES) US or AUS
Turtles in Time (SNES)
Mortal Kombat 2 (SNES)

The Legend of Zelda III (SNES)
Kirby's Adventure (NES)
MegaMan (NES)
MegaMan 2 (NES)
The Legend of Zelda II (NES)
Side Pocket (NES)
High Speed (NES)

BRENDAN ALLEN
21 Corack Rd, Donald, Vic 3480
Tel: 054 971232

NBA Jam (SNES)
NHL Hockey '96 (SNES)
Earthworm Jim (SNES)

Yoshi's Island (SNES)

ADAM TAYLOR
PO Box 10, Nairne, 5252 SA
Tel: 08 388 6592

NBA Jam (SNES)
NHL Hockey '96 (SNES)
Earthworm Jim (SNES)

Nuby Play & Carry Case (GB)
4 player adapter/NES power adapter (GB)
Double Dragon (Game Boy)

RYAN CAMILLERI
6 Coorag Crt, Stuart Park, Darwin NT
Tel: 084 412 512

Star Wars (Game Boy)
Micro Machines 2 (Game Boy)
Stargate (Game Boy)

Super RC Pro Am (Game Boy)
Turrican (Game Boy) Swap all
Super Mario Land (Game Boy)

IAN WILSON
229 Cullens Rd, Kincumber 2251
Tel: 043 823205

Super Mario All Stars (SNES)

Sim City (SNES) Swap

Send to: Swap & Sell, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

I WANT:

Name _____ Game _____ Console _____

Address _____ Game _____ Console _____

_____ Game _____ Console _____

I'LL SWAP/SELL

_____ Game _____ Console _____

Postcode _____ Game _____ Console _____

Tel _____ Game _____ Console _____

DETAILS	WANTS	WILL SWAP/SELL	DETAILS	WANTS	WILL SWAP/SELL
BLAKE NOONAN 53 Dobbie Ave, E Corrimal, Wollongong 2518. Tel: 042 836883	Yoshi's Island (SNES) Zelda Link's Awakening (SNES)	Stunt Race FX (SNES) F1 Race (Game Boy)	JOHN COOMBS 277 Belmont Ave, Cloverdale WA 6105 Tel: 09 4781409	Secret of Mana 2 (SNES) Secret of Evermore (SNES)	Mortal Kombat (SNES) Bart vs The Juggernauts (Game Boy) Crash Dummies (Game Boy)
DAVID SHARMA Unit 5, 24-26 Boundary Rd, N Epping, NSW 2121. Tel: 02 8685037	Robocop (NES) Yoshi's Cookie (NES)	The Lawnmower Man (SNES) Super Return of the Jedi (SNES) NBA All Stars (SNES) \$50	ASHLEY BRAVINGTON 27 Grimwade Cres, Frankston, Vic Tel: 97834149	Mario Paint (SNES) Secret of Mana (SNES)	Donkey Kong Land (Game Boy)
PETER SHAND 33 Adrian St, Glen Iris 3146 Vic Tel: 9889 3283	Earthworm Jim (Game Boy) Primal Rage (Game Boy) Killer Instinct (Game Boy)	Donkey Kong Land (GB) Swap Kirby's Dream Land (Game Boy) Swap Wario Land (Game Boy) Swap	DANIEL KOROVLEV 784 Lower NE Rd, Darnancourt, 5075 Adelaide SA. Tel: 08 3377033	Start Trek: The Next Generation (SNES) (NOT Starfleet Academy)	Lethal Weapon (SNES) Swap
RUSSELL JONES Hunt Rd, WS941, Boulderwombe 4702 Qld. Tel: 331855	Killer Instinct (SNES) Micro Machines (SNES) Yoshis Island (SNES)	Super Mario All Stars (SNES) Ghoul Patrol (SNES) Wario Land (Game Boy)	BEN RANKMORE 237 Copper St, Tumut 2720 Tel: 069 472729	Killer Instinct (SNES) Secret of Mana (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Mortal Kombat 3 (SNES) Pocky & Rocky (SNES)	Bubsy the Bobcat (SNES) \$50 Unirally (SNES) \$50 Stunt Race FX (SNES) \$60 Kirby's Ghost Trap (SNES) \$45 Score Master Joystick \$60
VERNON BULLEID 18 Todd Ave, Yepoon, Qld 4703 Tel: 079 395101	MegaMan 2 (SNES) Donkey Kong Country 2 (SNES)	Stunt Race FX (SNES) Illusion of Time (SNES)	VERNON FARRELL 1 Proctor St, Tighes Hill 2297 Tel: 610571	Secret of Mana (SNES) Secret of Evermore (SNES)	Mechwarrior 3050 (SNES) Young Merlin (SNES)
CHRIS SWAIN 13/20 Crows Nest Rd, Waverton NSW 2060. Tel: 02 99226004	Earthworm Jim (SNES)	Mickey Mania (SNES) Swap	CRAIG CAVANAGH 8 Cherrybrook Rd, Lansvale, NSW 2166 Tel: 726 1996	Mortal Kombat II (SNES) Virtual Soccer (SNES) World Cup Striker (SNES)	Super Punch Out (SNES) Super Mario All Stars (SNES)
ASHLEY O'CALLAHAN 2 Medlar Crt, Blossom Park, 3082 Vic Tel: 03 94364845	Super Mario Kart (SNES) Lemmings (SNES)	Nintendo Scope with 9 games	JARROD GWYNNE 44 Salisbury Ave, Morphett Vale SA Tel: 3261454	NBA Live '96 (SNES)	Super Mario All Stars (SNES) Jurassic Park (SNES)
SIMON COLLINS 4 Banksia Grove, Gisbourne 3437 Tel: 054 284 402	Final Fantasy 3 (SNES) Chrono Trigger (SNES)	Donkey Kong Country (SNES) \$100 Super Metroid (SNES) \$100 Super Mario All Stars (SNES) \$100 The Last Vikings (SNES) \$75	DAMIAN BULLER Lot 130, Cheriton Crt, Stratham WA 6230. Tel: 097 957337	Alien 3 (SNES) Donkey Kong Country 2 (SNES)	Mortal Kombat 2 (Game Boy) F-15 Strike Eagle (Game Boy) NBA Jam TE (Game Boy) Super Mario Land (Game Boy) Battletoads Battlemaniacs (SNES) Battletoads Ragnarok (Game Boy)
PETER H. PO Box 230, Northampton, WA 6535 Tel: A/H 099 341025	Mario Paint (SNES) + mouse The Legend of Zelda III (Game Boy) Sim City 2000 (SNES)	Jurassic Park (SNES)	JOHN GRANT 13 Highview Crt, Pakenham 3810 Tel: 059 413 638	Theme Park (SNES)	Bubsy the Bobcat (SNES)
BRAD XUE 8 Abiona St, Flagstaff Hill, Adelaide 5159. Tel: 370 7539	Nigel Mansell Racing (Game Boy) Double Dragon (Game Boy)	Top Ranking Tennis (Game Boy)	ALEN MILIC 177/110 Elizabeth St, Richmond, Vic 3121. Tel: 9428 5782		Donkey Kong Country Donkey Kong Country 2 Super Mario World SNES (hardware)
ANDREW WITHICER 60 Sirene Cres, Deception Bay Tel: 32032322	Donkey Kong Country 2 (SNES)	Super Mario All Stars (SNES) Tetris (Game Boy)	PAULO ESMAQUEL 178 Churchill Ave, Braybrook, Vic. Tel: 9311-1096	Mortal Kombat 3 (SNES) Killer Instinct (SNES)	Donkey Kong Country 2 (SNES) Power Rangers (SNES)
JOE TRAN 28 Bailey St, St Albans 3021, Melbourne Vic. Tel: 03 93644721	Soul Blazer (SNES) 7th Saga (SNES) Shadow Run (SNES)	Pocky and Rocky (SNES) Swap Street Racer (SNES) Swap Super Off Road (SNES) Swap	ALEX RIJAN "Tantara", Tantaraboo Via, Kilmore Vic 3764. Tel: 054 292231	Killer Instinct (SNES) Super Mario Kart (SNES) Stunt Race FX (SNES) Starwing (SNES) Donkey Kong Country (SNES)	NES Hardware + Mario 1 + Duck Hunt Batman Returns (SNES) Cool Spot (SNES) Mortal Kombat (SNES) Flintstones - Sierra Madrock (SNES)
DANIEL SMITH 1 Mudge St, Naracoorte, SA Tel: 087 622819	Vegas Stakes (SNES)	Addams Family (Game Boy) Swap	KYLE SINCLAIR 32 Stockdale St, Dickson, ACT 2602 Tel: 06 2576576	Mortal Kombat 2 Killer Instinct Primal Rage Earthworm Jim	Street Fighter II Power Rangers Alien vs Predator
RANI BEYDAIN 15/17 Robertson St, Kogarah, Sydney NSW 2217. Tel: 5884537	Super International Cricket (SNES) Super Mario Kart (SNES) Donkey Kong Country (SNES)	Street Fighter II (SNES) Donkey Kong Country 2 (SNES) Killer Instinct (SNES)	BENJAMIN CLARKE 77 North Crescent, New Norfolk, Tas. Tel: 002 611466	Killer Instinct (SNES)	Super Mario World (SNES) Swap
MATTHEW MARTIN 807 Princes Hwy, Springvale, Melbourne Vic 3171. Tel: 03 95624965	Yoshi's Island (SNES) Rock 'n' Roll Racing (SNES) Boogerman (SNES) Doom (SNES) Stunt Race FX (SNES) Secret of Evermore (SNES) Kirby's Dreamland 2 (Game Boy) MegaMan X (SNES) MegaMan X2 (SNES) Animaniacs (SNES) Aaagghhh!! Real Monsters (SNES) Lost Vikings (SNES)	Super Double Dragon (SNES) Flintstones (SNES) Goof Troop (SNES) Super Mario All Stars (SNES) Sim City (SNES) Super Mario World (SNES) Donkey Kong Country (SNES) Blues Brothers (SNES) Donkey Kong Country 2 (SNES) Duck Tales (NES) Cobra Triangle (NES) Bart vs Space Mutants (NES) NES (will swap for 3 SNES games) California Games (NES) IronSword (NES) Mach Rider (NES) A Boy and His Blob (NES) Robo Warrior (NES) Game Genie + Book (Hardware)	CHRIS DAWSON Unit 1, 8-10 Robert St, Lemongrove, NSW 2750.	Donald Duck in Maui Mallard (SNES) Chrono Trigger (SNES) Secret of Mana (SNES) Final Fantasy (SNES)	Secret of Evermore \$60 NBA JAM - Swap Mortal Kombat - Swap Mortal Kombat II - Swap Street Fighter II - Swap
SAM LUFF 63 The Grove, Fairfield, NSW 2165 Tel: 727 8124		World League Basketball (SNES) \$30 Double Dragon 3 (NES) \$20 + tips book Super Mario Bros. 1 (NES) \$20 Super Mario Bros. 3 (NES) \$40 Super Mario Land 2 (Game Boy) \$25 Flintstones: King Rock Treasure Island (Game Boy) \$25 Snoopy's Magic Show (Game Boy) \$20 Crash Dummies (Game Boy) \$20 Game Boy + headphones + 2 player link-up + Tetris \$75 one Tetris (Game Boy) game only \$15	JASON CURE 20 Acacia Cres, Gagebrook, Tas 7030 Tel: 002 635813	Starwing (SNES)	Prehistorik Man (SNES) Swap Tetris (Game Boy)
CHASE MCKINNON 117 Edward St, Tamworth NSW 2340 Tel: 067 652703	Donkey Kong Country 2 (SNES) Yoshi's Island (SNES) Killer Instinct (SNES) Super Star Wars (SNES) NBA Live '96 (SNES) Starwing 2 (SNES)	Stunt Race FX (SNES) StarWing (SNES) NBA Jam (SNES) Tetris (Game Boy) Warioland (Game Boy)	JESSE YU 49 Ervatamia St, Qld 4113 Tel: 33 444 719	Legend of Zelda (NES)	Elite (NES)
RHYS SATTLER 23 Romano Ave, Mill Park, Vic 3082 Tel: 9408 6782	Secret of Evermore (SNES) Earthworm Jim 2 (SNES) Donkey Kong Country 2 (SNES)	MegaMan X (SNES) Yoshi's Island (SNES)	MICHAEL BULLESS Post Office, Boat Harbour, 7321 Tel: 004451321	Donkey Kong Country 2 (SNES) Int Superstar Soccer Deluxe (SNES)	Zelda Link to the Past (SNES) Swap F-Zero (SNES) Swap Super Mario All Stars (SNES) Swap Super Mario World (SNES) Swap
			FRANK IANNELLI "Dromore" Monaro Highway, Cooma Tel: 064 525620	Donkey Kong Country 2 (SNES) Unirally (SNES) NBA Live '95 or '96 (SNES)	Yoshi's Island (SNES) Clayfighter (SNES) Young Merlin (SNES)
			LUKE BAKER 105 Schlapp St, Broken Hill, NSW Tel: 080 882116	Rock 'n' Roll Racing (SNES) Mortal Kombat 3 (SNES) Mortal Kombat 2 (SNES)	Another World (SNES) F1 Race (Game Boy) Super Adventure Island (SNES)
			ANDREW WALTER 9 Boronia Ave, Epping, NSW Tel: 876 3500	Super Mario Land (Game Boy)	Donkey Kong Country 2 (SNES) \$75 F-Zero (SNES) \$35 Donkey Kong Land (Game Boy)
			THOMAS HOYES 135 Kimihia Rd, Huntly, Waikato, NZ 2191. Tel: 07 8289098	Killer Instinct (SNES) Doom (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES)	Robocop 2 (NES) Swap A Boy & His Blob (NES) Swap Captain Skyhawk (NES) Swap Stealth ATF (NES) Swap Faxanadu (NES) Swap
				All games to swap are with inst. manuals	Mighty Bomb Jack (NES) Swap

If there's a game you just can't live without or a game you can't wait to get shot of (Nintendo only please) then this is the place for you!
All you've got to do is complete the form opposite (making sure you've filled in all the details) and post it off to us at the address shown.
We publish all the address and phone number details that you send us so make sure you've got permission to send them in
as well as checking before you ring all round the country to get your fave game!
Then just sit back and wait for the calls to come flooding in!

mailbag

Augustus, now there was a man who knew how to treat boys. All the rumours were true. Titus told me with his own remaining lip.

We've been playing tunes on our lyres, dancing in the moonlight, and singing along with the birds before cooking them in deep fat. Pan himself couldn't come up with a better recipe.

*A lot of swearing again this month.
I don't know, young people today...*

SWEAR!

To NMS,
I don't mean to use your brilliant mag to abuse others but the idiot that put 'the word crap is used far too often' can go suck crap 'cause I'm sick of pieces of crap that don't like swearing - little craphead!
Adam Beaton, aged 13, WA.

Abusing others has a long and fine history and should not be abused!

WEAR!

In #38's Mailbag Adrian Zalovic said that swearing in NMS was increasing since issue #1. So, I think if it's gonna %\$#@* increase let it, don't just let it slowly creep up and bite you on the arse. So just let it be like an apple on a tree. And let everybody write what they want.
Alex Bow, Newcastle, NSW.

Anything that slowly creeps up and bites you on the arse should be locked well away for at least an hour, then let out and immediately told the correct behaviour for people in church.

EAR!

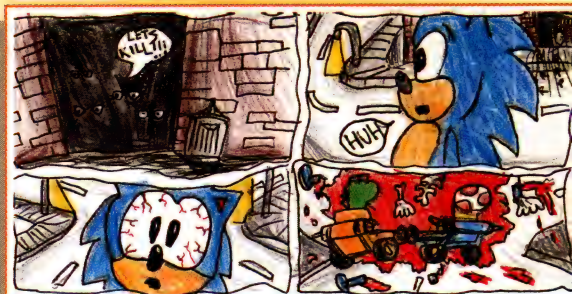
Hello all you perfectly sane people. It is I; Evilman Lalich with one hell of a &\$%@ complaint. A while ago I turned on my television hoping to see Death Wish II and what do I get? Broadcast News! In the same week they took off Natural Born Killers!!

Just when I thought the whole world was going to b@%*! I picked up the Sun Herald and I found out what was going on. The frigging brown nosing politicians took them off to please the emotional voters, to make them think that if they take all the violent shows off TV massacres wouldn't happen. That is one of the biggest piles of bullshit I have ever heard. Anyone who is influenced by television or videos must have a pretty weak will power or no personality.

Then I find that the arseholes are at Mortal Kombat again. Just because I play it doesn't make me pull out someone's spine or pick up a gun and start a massacre. By the end of my life we will be so swamped in bullshit laws we won't be able to breathe without having our freedom taken away by emotional busybodies 'concerned' for our welfare.

Anyone who thinks they can directly link video games and TV to violent and/or psychotic behaviour is speculating through their arsehole and should be locked up!
Evilman Lalich, Leightonfield, NSW.

I think it's disgusting! I think many things are disgusting, like sucking old milk through a sock and boiling children and... sssshhh, here comes the nurse.



SOMEONE IN ADELAIDE.



**JAMIE LAGERFELD HARLOW,
TAURANGA, NZ.**

AR!

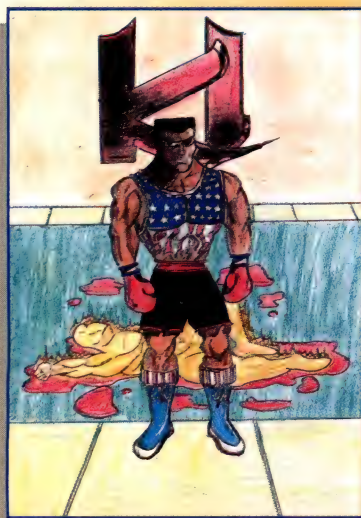
In favour of fart. I too have been here since issue #1 and must agree with Mr. Z. re: swearage and "crud" reviews.

On the other cheek however language is something that alters decade by decade and swearing does merge. For example 'bloody' is thought to describe MK3 more than be a swear word. So though the shits, craps, wankers and other bodily exclamations could be toned down a little we shouldn't over react.
S. D. Thomas,
South Perth, WA.

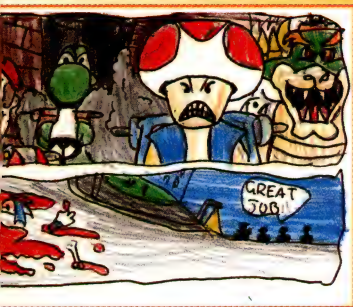
I know the dangers SD. A 'fart' or a 'crap' is one thing in the right place, but quite different elsewhere. I try to be on my guard at all times and always wear a large cloak.



**ANDREW HAMILTON,
BUNBURY, WA.**



**NATHAN BANE,
WAUCHOPE, NSW.**



R!

Dear Les,
I am the almighty Goof. Martians call me Goof, humans call me Nugget. My mission here is to find Sonic, fart on his head and stick tails no good up Sonic's Ar..... Whoops, not allowed to swear around doctor. He's come to give me my medicine. Anyway, I'm also here to pay off some pathetic losers who read your mag.

To Adrian in issue #38 - shitty and crap, that's the only way to describe your letter. You said something about Batman Forever being a waste of a page. It's not nearly as much of a waste of a page as your letter is a waste of space!!

To the Beast in issue #38 - X-Men and Spiderman suck! Not everyone likes them.

Ashley Darch - get some friends. You don't have any 'cos you've got a Sega.

Olivia Downer - how the hell could you like NMS if you don't buy your own copies? Sub Zero sux!

Ben Bloomfield - you are one desperate lad! How could you be so much in love with a video game babe?!

Richard Clements - act! Tell your mum about your sister, tell your dad, tell your uncle, tell anyone except us!!

Also to the NMS supporter of Rosyn, Tasmania - I hate suck-ups like you.

Thank you for letting me tell what I really think because if I didn't more pathetic losers would write in and tell you their boring stories.

Goof, Elmore Vale, NSW.

Get things off your chest Goof. Take off that hideous tank top for a start!

!

Hello,
My name is Dopey. I'm a violent, psychopathic, idiotic butthead who adores Killer Instinct and rubs the screen when Orchid has a Supreme Victory. I quote Weird Al Yankovich: "Your butt is wide." Oh, and I just loved Ben B. and David C. I wish you stuffed your ears with foam and swallowed.

Yours not very sincerely,

Martyn Ellis, Springwood.

Eat your greens Martyn, or I'll fill ya full of lead!

BACK TO IT

Dear Les,
What I would like to say is that I had to go to church and confess because I left my NMS mags (the coolest things on the face of the earth) out in the lounge overnight and my dog came in and chewed all of them up. My point is that I would love to see more subscribe and back issue pages in every magazine so you could buy back the ones you lost. Justin Chapman, Eudlo, Qld.

That bald bonehead Skull came into my boudoir and chewed up my collection of rare and ancient cat droppings. At least I think it was him. Somewhere near the back is a slip or a coupon or a form or a bon or a cuttie-outie thing for recent old copies.

PURE ART!

Yo Nintendo Mag,
Hi, it's me Loga I think your mag is fun. I turned it up-side down and the words were up-side down and I said..... "Whoah, Way Out Man". I think that your mag should have a poem section 'cause I have some poems.

Games

Nintendo Yeah Nintendo
Your Covers Are Way Out
Nintendo My Nintendo
Nintendo Yeah Nintendo

Clouds

Games Yeah Games
Games Yeah Games
Games My Games
Games Yeah Games

Skull

Clouds Yeah Clouds
Clouds Yeah Clouds
Clouds
Clouds Clouds Clouds Clouds
Yeah Clouds

Nintendo

Nimbin Yeah Nimbin
Nimbin Yeah Nimbin
Nimbin My Nimbin
Nimbin Yeah Nimbin

**My Life Is Like A Billiard Table
For I Have Felt.**

Bye Bye
Wow that's the same word!

Loga Bunnet
Nimbin

"Hey ho! Away we go,
Said the walrus to Hettie the snail,
As the donkey flew hurriedly over the hill,
And my pigeons clopped back into jail." - Les.

**Give Les something to live for:
NMS, PO Box 14225, Melbourne,
MC Victoria 8001
email: catalyst@popmail.dircon.co.uk**



MARK HARVEY, GYMPIE, QLD.

CRAWLER, CRAWLER...

Hello Les,
I think your magazine has a rating of 200% and probably more. Everything has been going fine since that loser Fat Boy left and I must congratulate you on the Swap & Sell pages, it's a superb idea.

There are also a lot more play guides for people who can't seem to be able to complete the games and even the tips pages have been improved for the better. I think Sonic is at your knees now with blood coming out of them and begging for mercy as you start to chop off his arm with an axe - it's in all Nintendo fans' dreams. NMS is still kicking strong. Some people think it is just a piece of paper but it isn't, it's a landmark.

Matthew Wilde, Penrith, NSW.

Heh heh heh. I just love this sort of sychophantic claptrap. Thanks Matthew, we know we're so much bigger and better than anyone else in the world and it still hasn't gone to our heads. I don't dream about Sonic. I dream of baths full of banana-flavoured custard with nurse washing... [CENSORED - ED]





Skull's Graveyard

DEAN CREGAN



Some aging cretin has sent me a Skullcrusher choccy bar in with my post. I've a pretty good idea who it was, and I'll be repaying the old creaker when I can afford the time.

Make my ears dance!
All notes to:

SKULL, NMS,
PO BOX 14225,
MELBOURNE,
MC VICTORIA 8001

email:
catalyst@popmail.dircon.co.uk



STUFFED!

Skull,
HELP ME NOW!!

A couple of days ago I dropped my Game Boy on the wooden floor and BAMM!! my Game Boy's liquid crystal display had a crack or five in it. When it is switched on only a bit at the top, a bit at the bottom and three lines in the middle actually show the game. Although it sounds bad it looks very fixable to me. Why am I blabbering on about this? Oh no! I'm coming down with a fever! My mind's fuzzing, HELP! Yours sickly,
Mister Clumsy, Clumsyville.

Sounds terminal to me, unless you're happy to play a three-line version of your favourite games. Why not go out and get a decent coloured Game Boy, and maybe buy a carpet to drop it on.



CURT FARRELL, MELBOURNE, VIC.

RPGS

Skull,

I have one question, one simple question I would like an answer to. When is Mario RPG being released in Australia? Ever since your 5-page December Special Feature I have been waiting and waiting and waiting, but nothing, for months not one word! Please say it is going to be released in Australia and not just in Japan because Australians do like RPG games and this is no exception. Please tell me, when oh when oh when can I play this game? I need an answer or I'll go insane.
Matthew Hill,
Runcorn.

Insanity beckons I have to tell you. I spoke to those Nintendoids and as there are no plans to produce Mario RPG in a PAL format it won't be released over here. So if you want one you'll have to find an imported NTSC version importer and use converters and all that stuff. Not good news for an already deprived group of RPG'ers. Pooh, I call it, but others are on the horizon.



BRAD TRAEGER, LOXTON, SA.

POETRY, AH POTTERY!

THE EVOLUTION OF NMS

As the universe was formed, through all the clouds and storms, Skull and his Gods had a dream.

Their aim was to create, through many different states, a magazine with a winning team.

As planet Earth was finished, and all the clouds diminished, the Skull chose Australia as its goal.

"It's just what I need", he was heard to plead, but the Gods didn't see it as gold.

When Skull disagreed, he summoned his breed, and asked them to unload 'the bitch'.

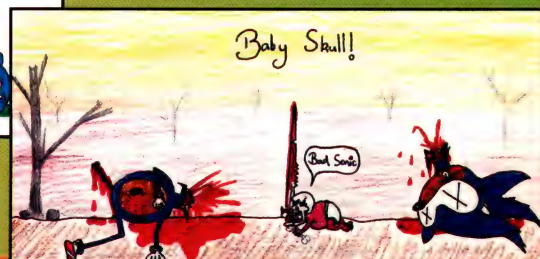
The bomb made a roar, the Gods were no more, and all with the flick of a switch.

The bomb left Skull stranded, so he lowered and landed, down under on planet Earth.

He rounded his troops, and formed his own groups, and hence NMS had its birth.

And after three years, through laughter and tears, NMS has looked great; never dull. And through his assistance, NMS owes existence, to the one, the only, Lord Skull.

Anthony Donlon,
Oyster Bay, Sydney.



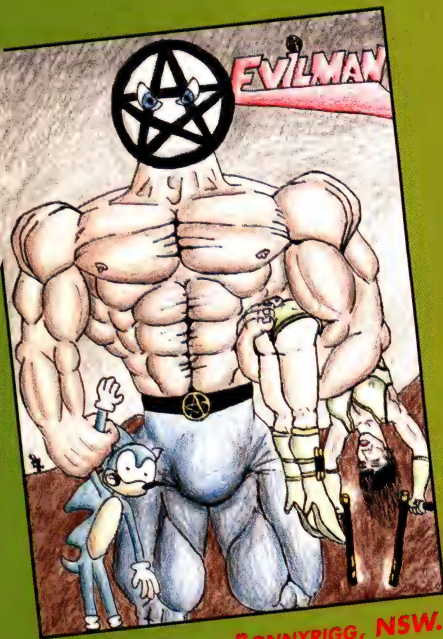
RODIAN GILL, MT MARTHA, VIC.

MORE:

Once Sonic the hedgehog,
Was talking to a nun,
Then came the mighty Skull,
And shot him with a gun,
But Sonic was too dumb,
To notice he was dead,
So mighty Skull got the sword,
And sliced off his stupid head.

Christopher King,
Bonnyrigg, Sydney.

I knew a nun once. I'll tell you about
her some other time. But I'll have to
leave her hanging for the moment!



EVILMAN LAUCH, BONNYRIGG, NSW.

An anonymous picture of me in my
heyday. For a few hundred
years I ruled the whole
rockin' world
with my flyin'
V. Now I rule
with fear and
foot odour!



Ant Of The Month



Chant

NEVER!

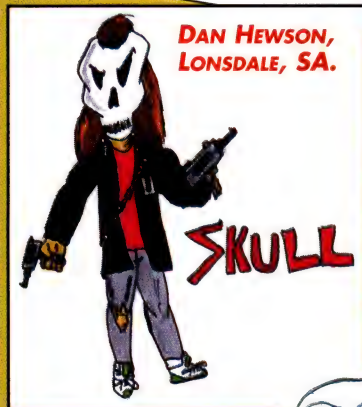
Dear Lord Skull,
Master Of The Universe And Beyond,
I've been your loyal supporter since
issue 1 of NMS and I must say things
have changed! I own a Super Nintendo
with 10 games, a Game Boy and Super
Game Boy with 6 games, and a Super
Scope 6 (I just love to show off!). I hope
Santy will bring me an N64 for Xmas
too! Anyway I've some really puzzling
questions to ask you.

1. My cousin owns a Sega and I was
wondering what the best way of
disposing of it would be? (With the
proper protective gear of course).
2. Could you please put me out of my
misery and tell me if doom will fall
upon the Super Nintendo after the
release of the N64?
3. What's your favourite SNES game?
From your ant friend
Deoder-ant.

1. You can choose your friends, but not
your rellys, as my old mum used to say.
Take it up gently in your arms, chant
the necessary prayers whilst warming
the coals beneath the cauldron... Naah,
why bother! Just never visit your cousin
again. Ever!
2. Plenty of life still in the SNES,
basically 'cos the games are still neat
and there's a market for developers to
keep up with. But I s'pose Old Farter
Time (or Les as we call him) will catch
up with it eventually.
3. Les-Fighter II Turbo!

I get some real crap letters sometimes,
you know, from zombies like Les who
just want somethin' for nothin'. They
usually ask why I don't put them in the
magazine. Here's one reason why -

To Skull
I am Sonic the hedgehog I am
very angry with you I hate you
may I hate you to the bitter end
you look cow dung I am asking
some questions I hate you
do you hate me



DAN HEWSON,
LONSDALE, SA.



A PRINCIPLE.

Pets' Corner

This year's model

It's about this time of
year that I like to give
my sheep a good going
over, and this one's no
exception. There's nothing I like
better than the feel of wool under
my fingernails and that delicious
smell of a freshly dampened fleece.

This year it was Alice's turn for my
close attention, and I gave her a really
good wash down and a rough clipping
before applying her favourite scent -
essence of wolf.

She does look a touch reluctant to
undergo the treatment in these
photos, but believe me, she had as
good a time
as I did.



If music be the food
of love, tell that
bloody ant to shut it!



Tips & Tactics

NMS,
P.O. BOX 14225,
MELBOURNE,
MC VICTORIA 8001.

Post or email your tips and we'll include everything we can. We can't always test them out in time so sorry if there's a problem, but what do ya want us to do huh?

SUPER NES

YOSHI'S ISLAND

Navel Piranha

In World 3 Level 8 you can throw an egg at Navel Piranha before Kamek uses his magic spells. To do this you must edge out of the water and throw an egg as soon as you see him. Kamek will say "Oh my!" if you hit him. Daniel Cook
Minlaton, SA

THE FLINTSTONES

Stage 2 Password

Front log, burger, apple, apple, apple
apple, star, heart, side barrel, heart
star, heart, side barrel, rock 1, side barrel
Adrian Arumugam
East Cannington, WA

THE FLINTSTONES®

REN & STIMPY TIME WARP

Passwords

Start	SQUID
1st Time Warp	TRANSMIT
2nd Time Warp	TRANSOON
Haunted House	HOUSE
Space Log	SPLINTER
Log Man	TOOTHPICK
Log Invaders	FISHHEAD

STARWING



STARWING

Finding the 'Boid'

You'll find the boid in Sector X, the two asteroid belts and the three levels above Venom. To make it appear, just avoid going through the restart ring. Near the end of the level, you should hear an electronic noise, and a small bird will fly on to the screen, drop four yellow energy rings and fly away! 'Fox McCloud'
Red Hill, QLD

YOSHI'S SAFARI

Tougher Game

For a more difficult game, go to the title screen and hold L, R, X, Y and press Start. Murray and Russell Phillips
Croydon, Vic

TRUE LIES

Passwords

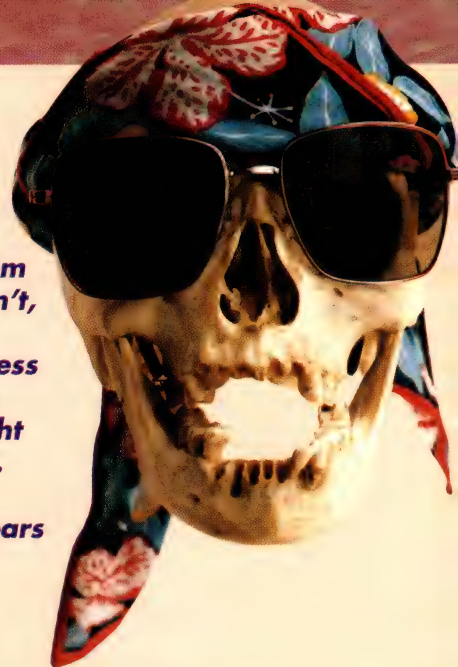
Enter these codes on the password screen:

Full Weapons	BGWPNS
Infinite Health	BGGRLY
Infinite Lives	BGLVS
The Mall	CQLGFSZ
The Park	GMXJMY
The Subway	JGVNKHN
The Docks	GJXGHSW
China Town	DLQJPGY
Oil Refinery	NMTSSKC
The Freeway	LVMBQXL
The Building	KYNCRYM

Todd Healey,
Muswellbrook

Don't try anything sharp. If you've got tips, send 'em in; if you ain't, don't. Any funny business and Dennis Hopper might come callin'.

Keep your ears wide open!



PARODIUS

Secret Level

You'll find it at the bottom of the water beds on Level 3.

Full Power-Up

Pause game, then press B, B, X, X, A, Y, A, Up and Start.

Three Super Bombs

Pause and press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

Level Select

On the Ship Select screen, choose Octopus and on the D-Pad press and hold Up, Left and X until you see it on screen. Mohammed Ali
Leightonfield, NSW

SUPER MARIO KART

Cool Replays

Star racing on A1 player Time Trial. Choose any track and race without hitting any pipes or obstacles. When you finish, go to the Replay option for a different view of the race.

THE CHAOS ENGINE

Passwords

Workshops	CZW1852ZXZM5
Fortesque Mansion	RZY14C2P81WK
Cellars	MZY2K4W2TWWP

DRAGON: THE BRUCE LEE STORY

Level Select

Go to the Sound Test screen and press B, A, R-button, B, A, R and A.

Maximum Chi

Go to the Sound Test screen and enter Select, A, L-button, A, R-button, Y

MORTAL KOMBAT 2

Surprise

While the game is loading, hold the L and R buttons on both controllers. If you do it right, Shao Khan will appear on the Acclaim logo and make Kintaro smash it! Robert Cuthbertson and Damien Goodwin



Nintendo® Game Gurus

Behold – more FAQs and the answers thereto from the boys in the bowels of the earth at Nintendo HQ. If you're stuck on a level or can't find a secret that you just know is there, give 'em a call and get it sorted. Each month we'll publish the most common questions and answers for the shy ones amongst you.



Q In Theme Park, is there a code for extra money?

A Enter your name as "Wonderland". Then go to the password screen and type in BLSFRG4F.WCCB. This will give you 8 million dollars to play with.

Q In Super Metroid, what are the three monkey-like creatures doing in Brinstar?

A The Monkeys are trying to show you the way out. You must have the Space Jump and Spring Ball. To get up this shaft you need to press Right or Left on your control pad and press the Jump button, so that you do a spinning jump. As soon as you touch the wall (while still spinning), press the opposite direction on the control pad and then press Jump again. If you do it correctly you will bounce off the walls and up the screen.

Q How do I play as Eyedol in Killer Instinct?

A Choose Cinder on the player select screen. Then when the Vs. screen appears (this is the screen with the close up of the character's face), hold Right on the control pad, then quickly press Quick Punch, Quick Kick, Fierce Punch, Medium Punch, then Fierce Kick, and it should then say Eyedol.

Q How do I do Orchid's second danger move in Killer Instinct?

A Stand about 1 to 2 steps away from your opponent, then press Back, Forward, Forward, and then Quick Punch.

Q How do you get to the Moon Pearl in Legend of Zelda – A Link to the Past?

A From the start of the Tower of Hera in the Light World, go Up 1, take the stairs Up, Left 1, Up 1, then go to the Right. Then Up 1, take the stairs Up. Go Left then take the stairs again, then you must step on a star tile, walk down into the pit that is above the bumper, and open the chest.

Q On World 1-7 of Yoshi's Island I'm missing 4 Red Coins, where are they?

A At the end of the stage there is a fallen log. Stand on top of it and shoot up; this should make a Small Arrow Ball drop down. Bounce off it to get up to a secret area that will contain the coins.

Q In Zelda 3, what do you do with the Middle Aged Man sitting by the post that says 'leave me alone'?

A This man is actually a Thief. If you bring him the locked chest that you found in the Blacksmith's house in the Dark World he will open it for you.



Q How do I play as Smoke in Mortal Kombat 3?

A When The Copyright Screen appears, press and hold Left and A until the screen disappears. When the Williams screen appears, press and hold Right and B until the screen disappears. When the "knowledge is power" screen appears, press and hold X and Y until Smoke walks across the screen.

Q How do you do a Mercy Move on Mortal Kombat 3?

A To show Mercy on your opponent, you must win one round, lose one round and then on the third round defeat your opponent until "Finish Him" appears, then hold the Run button and press Down four times and release Run.

Q In Zelda 3, where is the gossip shop?

A In the Dark World, from the Village of Outcasts, go Right one screen from the bottom right hand corner, then walk Right and take the stairs.

Q In Zelda 3, what do I do in the well after jumping into it?

A Go up to the green statue and sprinkle magic powder on it. This will make your powder last twice as long.

Q How do I get the third red gem in Illusion Of Time?

A You just need to keep walking in and out of the seaside cave in Southcape. It will come up randomly next to the fisherman.

Q How do I get the best ending in Super Metroid?

A You need to collect 100% of the items and finish the game in under three hours.

Q In Secret Of Evermore I am in Omnitopia and I can't access some of the paths leading from the Main District as there are floating robots blocking my way. What do I do?

A Use the dog and take the top right vent, then hover around the area (B button) and destroy the Sphere Bots.

Q In Super Mario World 2, how do I defeat the boss of World 4-8, Hookbill the Koopa?

A You need to first knock him on his back by hitting him in the head with eggs, then pound down (jump up and press down) on his belly. Repeat this another 4 times.



COMING NEXT MONTH

Any of you that wondered can have some of your worst fears realised as we peep behind the facade of the Nintendo game Gurus' HQ. Is that what they really look like then?!

1902 - 241 001

**Call the Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help, and details of up and coming NMS issues and contents.
7 days a week, midday to 9 p.m.**

I.T.M. call rate 75c per minute.
A higher rate applies to mobile and public phones.

Tips & Tactics



After venting my spleen all over the office walls and

ending by setting fire to Les's trousers, I now feel calm enough to answer the questions sent in by that sack of soil who're determined to make me do some work for a change. But you just wait Thomas Petrucci, Andrew Duncan, Robert Amery, Andrew Whitford, Russell Carole and the rest. There's an extremely unpleasant surprise coming your way, which just might involve a blunt gerbil and a jar of pickled gherkins!

Q. Where are the DK coins in 'Rickety Race', 'Castle Crush' and 'Chain-Link Chamber'?



A. Yawn, Yawn. Can't you find these after all this time? If I was your mother I'd hang you from a tree by

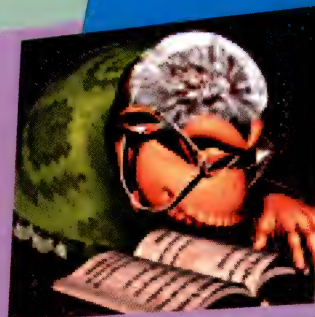
your nipples and dance around you until the sun goes down. Anyway, enough of my home life, in Rickety Race to get the coveted DK coin you must win the race, not an easy task at first. When you're at the very start of the level, hit left on the pad to go back a little way. There's a hidden plus barrel which will give you a turbo boost at the start and help you on your way. In Castle Crush, find Squawks the parrot and carry on just before the No Squawks sign. Go right and down to get the DK coin. As for Chainlink Chamber, get to the point where the two bad guys shoot cannonballs down the pair of chains. When you've avoided or killed them you'll see one banana on the right hand wall. You can jump into the wall at that point to find the letter N and the DK coin.



Your questions on Diddy's Kong Quest keep rolling in, and to be honest Skull's getting just a bit p@! **@d with the lot of you! After the last batch of DKC2 letters descended on his desk, he was last seen in the NMS dungeon making wax dolls of all the culprits. So if you feel a prick from time to time, you'll know who to blame!

Q. How do you defeat the boss in 'Kleevers Kiln'?

A. With persistence and patience dear boy! Christ, I'm beginning to sound like Les! Anyway, just jump the fireballs that he throws at you and wait for the Kannonball to appear. Now throw the ball at the sword and make your way over the lava and repeat this three times until Kleevers jumps out of the lava. Now it's a case of dodging the sword and making use of every Kannonball that comes down. All you can do is carry on until it's dead.



Q. Where are the DK coins on Kannon's Klaim, Lava Lagoon and Red Hot Ride?

A. On Kannon's Klaim, use Dixie at the start and do a helicopter jump off the first platform. As you hover down, you'll see an arrow pointing right. Follow that to get to the bonus room. When you come out, you'll find the DK coin just right of the exit point. In Lava Lagoon, carry on through the level as normal until you find the letter G. Now swim up to Clapper and jump on him to cool the water. Now go down and right to get an invincible barrel. All you have to do now is follow the trail of bananas to get the DK coin. On Red Hot Ride, find the second bonus game and when you've finished go past the continue point and get the letter N. At this point team up and throw your partner straight up to get that DK coin!

There. Satisfied now?!

SUPER NES

ALADDIN

Passwords

Stage 1 Genie, Abu, Aladdin, Genie
 Stage 2 Gazeem, Abu, Jazmine, Genie
 Stage 3 Genie, Gazeem, Aladdin, Abu
 Stage 4 Abu, Aladdin, Genie, Jazmine
 Stage 5 Jazmine, Gazeem, King, Jazmine
 Stage 6 Gazeem, Jazmine, Aladdin, Gazeem
 Stage 7 Aladdin, Jazmine, Abu, King
 Tim Portell
 Strathalbyn, SA

MORTAL KOMBAT

Easy Victories

At the start of a round, move to the corner of the screen. Now duck until your opponent moves in and when he/she is in range, jump kick backwards. Now repeat this until your opponent is dead - it's as simple as that! Once you get the hang of it, a double flawless victory will be a breeze, even on the endurance rounds!

Sam Parvar



DOOM

Weapons Cheat

For this cheat to work, you must have the chainsaw. Just waste all the ammo for your chosen weapon and press fire when the gun is empty. Now the next weapon upgrade will appear on screen! For instance, if you waste all your pistol ammo, the shotgun will appear, but if you waste all the shotgun shells, the chaingun will appear and so on. There is one catch though - you must already have ammo for the upgraded weapon for the cheat to work.

Daniel Conway
 Cavorum Downs, Vic

NBA LIVE '96

Special Players

Enter these codes on the player select screen to find the following players:

LEWIS	Reggie Lewis
JOHNSON	Magic Johnson
BARKLEY	Charles Barkley

Adrian Hansen
 Frankston, Vic

SUPER STAR WARS RETURN OF THE JEDI

SUPER RETURN OF THE JEDI

Level Codes

Level 1	ZJLMRS
Level 2	VTYMXZ
Level 3	QZNFPF
Level 4	VKCDFD
Level 5	CDWLTY
Level 6	RMNVLC
Level 7	HLQMVLC
Level 8	VQXDQJ
Level 9	VQJGWF
Level 10	ZZSTXZ

FIFA INTERNATIONAL SOCCER

Super Goalie

Go to the options screen and press A, A, A, A, A, Y, Y, Y, Y, Y. You now have a Super Goalie who will save almost anything!

Dream Team

To get the special FIFA Dream Team, go back to the options screen and press A, A, B, B, Y, Y, X, X.

STUNT RACE FX

Tougher Game

To make the game harder, press L, R and Select together on the Start screen.
 Aaron Woolsey
 Wanneroo, WA

WEAPONLORD

Auto Select

On the character select screen, hold L and R and press Start to make the computer choose your character for you!
 Francis Plagne
 Blackbunn, SA

GAME BOY

BURAI FIGHTER

BURAI FIGHTER

Level Codes

	Eagle	Albatross	Ace	Ultimate
Level 1				GDCP
Level 2	HGKM	HGNC	GBHL	LMCJ
Level 3	CPFG	BHMB	MHCB	CCHL
Level 4	JJCM	DBGF	CDMN	HFKP
Level 5	DKLF	JGJH	KDPG	BNGN

Murray and Russell Phillips
 Croydon, Vic

WARIO BLAST

Level Passwords

1-3	8774
1st boss	5141
2-1	9185
2-2	4610
2-3	2630

Jayne Pietraszkiewicz
 Camden East, NSW



KIRBY'S DREAM LAND

Extra Energy

To get some extra energy press Down, Select and B at the title screen.

Increase Game Difficulty

At the title screen press Up, Select and A simultaneously to find a harder additional game.

Don't be shy. If you've got tips there's a ready-made audience for them amongst the hungry, deprived souls that hang out in these pages on the weekend. Get it together and send or email them to:

**Tips & Tactics,
 NMS,
 PO Box 14225,
 Melbourne,
 MC Victoria,
 8001**

email:

catalyst@popmail.dircon.co.uk



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